



# Unreal CHAMPIONSHIP



**EXCLUSIVE  
MULTIPLAYER  
TIPS**



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# Prima's Official Strategy Guide



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## Contents

Heads-Up Display	2
The Weapons of <i>Unreal Championship</i>	3
Power-Ups	9
Deathmatch Strategy	11
Deathmatch Maps	16
Antalus	16
Asbestos	18
Compressed	20
Curse 3	22
Flux 2	24
Gael	26
Insidious	28
Molten	30
Osiris 2	32
Vidona	34
Capture the Flag Strategy	36
Capture the Flags Maps	38
Chrome	38
Citadel	40
Geothermal	42
Grim Smote	44
Lava Giant 2	46
Maul	48
Orbital 2	50
Lost Faith	52
Bombing Run Strategy	54
Bombing Run Maps	56
Adrift	56
Disclosure	58
Endagra	60
Eye of Jahan	62
Kalendra	64
Temple of Anubis	66
Double Domination Strategy	68
Double Domination Maps	70
Deserted	70
Frigid	72
Scorched Earth	74
Sepukku Gorge	76
Sun Temple	78
Single-Player Strategy	80
Building the Perfect Team	81
Single-Player Team Members	85
Mutators	94





Before you start playing, get comfortable with the game controls. Here is a guide to the Heads-Up Display.



### The Heads-Up Display

#### Deathmatch

##### RANKING: UPPER-LEFT CORNER

The smaller number is your ranking, or position, on the scoring ladder. The larger number indicates how many points separate you from the leader. If you're the leader, it tells you how many points you're ahead of your nearest competitor.

##### ADRENALINE: UPPER-RIGHT CORNER

When your adrenaline value reaches 100, you can turn on one of your special abilities and play at a higher level. You get 10 points for each kill and five points for each adrenaline pod.

##### HEALTH: LOWER-LEFT CORNER

This is your life meter. The maximum amount of health that you can gain from picking up health vials depends on your character's species.

##### SHIELD: LOWER-MIDDLE

This is your shield meter. It can climb as high as 150 if you load it up with +50 shield packs and +100 super shield packs.

##### AMMO: LOWER-RIGHT CORNER

This is your ammo counter. Watch it carefully. If you get near zero, switch weapons.

#### Other Modes

##### SITUATION INDICATOR: UPPER-LEFT CORNER

The Situation Indicator tells you who has the flag in Capture the Flag, who's controlling the domination points in Double Domination, and who's controlling the bomb in Bombing Run.



##### SCORE INDICATOR: UPPER-MIDDLE

Find out who's ahead—your team or theirs.

# WEAPONS



You need to learn the guns before you learn the maps—each weapon is more suitable to some maps than others.

This section shows you the advantages and disadvantages of each weapon and suggests the best ways to use it. Choose your favorite, but learn to use them all effectively.

## Shield Gun

The advantages of a shield gun are that it's always with you and that it constantly replenishes its ammo. Also, its primary fire can be deadly.

The disadvantages are that you must be very close to your opponent to use the primary fire, and its secondary fire is not an offensive weapon.



*The primary fire is a single, charged blast of energy that discharges when you hit an opponent with the end of the gun. It's best to hit your opponent in the back. If you try frontal attacks, your foe's weapon is likely to do you in before you get close enough to use the shield gun.*



*The shield gun's secondary fire creates a shield in front of you to block energy weapons. If your timing is right, it can even stop rockets. Using the shield depletes ammo rapidly. Use the secondary fire in flag-running or bomb-running situations as a last-ditch way to break through enemy defenses or escape when you have what you came for.*

The shield gun is most useful on maps where energy weapons are prevalent. It's least useful on maps with many flak cannons. In the first place, its secondary fire shield is not very effective against shrapnel or bullets. In the second place, you'd be lucky to get close

enough to anyone armed with a flak cannon to use the shield gun's primary fire.

The shield gun is used best as a last resort. Other weapons are better offensively. Still, learn to use the secondary shield. It occasionally comes in handy.

## TIP

**The shield gun jump gets you places that your opponents never think about. Charge up your primary fire, run in the direction that you want to jump, face the ground, pull the trigger, and immediately hit your jump button. If you time it right, you jump incredibly high. It takes practice, but once you learn to use it you won't believe the cool places you can go.**

## Assault Rifle

The assault rifle is with you at all times. It's by your side even if you can't find any other weapons on a map. Unfortunately, neither its primary nor its secondary fire is very powerful compared to the other weapons. Still, it's a useful weapon when used skillfully.

*The assault rifle's primary fire is a simple spread of bullets. Hold down the fire button for a continuous stream of fire, or tap for short bursts. Although you'll see more blood when you hit your target in the head, you'll do equal damage all over the body. So aim at the torso, it's the biggest target.*



*The assault rifle's secondary fire is a grenade that fires at a velocity determined by how long you hold down its trigger. If you tap, the grenade pops out gently. Hold down the trigger and the grenade flies for a long distance. Unless you're trying to lob a quick grenade to protect yourself or to hit someone immediately, hold down the trigger as long as possible. The speeding grenade can be almost as deadly as a rocket.*





Assault rifles are most useful on maps where weapons are not very accessible. If you have superior knowledge of its use, you'll wipe out someone who doesn't know it very well and can't find a bigger gun.

It's least useful where weapons are easily accessible. If everyone else has bigger weapons, you won't stay alive long with an assault rifle even if you're a certified expert in its use.

When you're stuck with the assault rifle and run into an opponent, hold the secondary trigger, charge up the grenade, and launch it like a rocket. Follow that up with a blast of bullets to the head, and you'll take down your surprised enemy before he knows what hit him.

### TIP

Charge up a grenade, launch it, and then quickly launch a softer, one-tap grenade for a double punch.

## Shock Rifle

The shock rifle can hit a foe a long distance away almost instantly, and its shock combo trick (see Tip) is lethal. The disadvantages are that its primary and secondary attacks can't deliver an instant kill, and it doesn't provide much knockdown power in close quarters.



*The shock rifle's primary fire delivers a straight ray of energy that can travel long distances. It's not nearly as powerful as the lightning gun, but it can be effective.*

*Use the primary attack when you are*

*being harassed at range. You can outfire weapons such as the rocket launcher from a distance.*



*The secondary fire releases a glowing ball of energy that not only damages your opponent, but also impacts. On the downside, the secondary fire is slow and easy to dodge.*

*Use the secondary fire*

*to blast enemies close up. It won't hurt them much, but it disorients them and knocks them out of the way. Or use it to knock foes into lava and other dangers.*

Wide-open maps are best for shock rifle's primary fire. Enemies can't stay in place and nail you from a distance. Open levels also make it easier to pull off the shock combo.

However, the ability to use the shock combo at corners and junctions allows you to inflict damage on players that you cannot otherwise see. Knowing that an opponent will have to traverse a specific corridor or junction in a small map can make for the perfect combo setup.

The key to using the shock rifle effectively is knowing when to use each type of attack. If you master the shock combo, it can be one of the most deadly weapons in the game.

### TIP



**Use the shock rifle's secondary fire. As the ball of energy flies away, hit it with the primary fire. The resulting blast is impressive—and deadly. It's called the shock combo, and the best players use it often.**

## Link Gun

The link gun works well in multilevel environments and the lock-in ability of its secondary fire is also very good for pursuing enemies in tight places. It doesn't have the stopping power of the heavier weapons, but it's still deadly when used correctly.

On the downside, its primary fire is slow compared to those of other weapons, and its glowing green signature makes you a visible target for a distant enemy.

*The primary attack fires glowing green light pulses.*

*These are more effective than bullets, and retain their lethal punch over distance. Use the primary attack when*

*your target is either far away or so close that you know you can't miss. The primary attack is more deadly than*

*the secondary fire, but not as accurate at close range.*



# WEAPONS



*The secondary fire releases a deadly and unpredictable stream of energy at an enemy. The closer you are to an opponent, the more effective this gun is. The real power of the link gun comes when*

*you fire it at a teammate. The secondary fire creates a link between the two players for as long as the connection is maintained. This link allows the connected players to do triple damage with a faster rate of fire. As more players are added to the link, the benefit becomes more pronounced.*

The link gun is best in maps that include multiple levels and tight corridors. It's downright deadly in the right situations, and can be much more effective (and safer for you) than heavy weapons in really tight areas.

It's least useful in flat, open maps. Enemies with lightning guns, shock rifles and rocket launchers will eat you for lunch.

Use the link gun where it's best, and nowhere else. If you try to pick off people at a distance, they stop you quickly. If you use it for surprise attacks, your enemy doesn't stand a chance, however armed.

## TIP

**Fire the link gun at a teammate and as long as you are both connected by the beam, you will have triple weapon damage and faster weapon fire. When other teammates join the link, these benefits become even more pronounced.**

## Minigun

The minigun does a lot of damage to a lot of enemies in very little time. It's amazingly fast fire rate makes it most useful for close-quarters combat.

It's not, however, a very accurate weapon. Don't use it against distant enemies. It also takes a moment to rev up to full firing speed—those warm-up milliseconds can be costly.



*The minigun's primary fire is faster than its secondary fire, but use it and your ammo will last longer. Use the primary fire at medium to close range—an enemy who is, say, 10 to 30 feet*

*away. The greater the distance, the more inaccurate the gun.*

*The minigun's secondary fire is slightly slower than the primary fire, but each of the shells inflict slightly more damage on their targets. This will help you extend the lifetime of each clip, which is a huge help in big battles.*



Maps with tight corridors or enclosed defensive points are prime minigun territory. It's awesome used against nearby opponents, and second only to the link gun for defensive use and use in tight areas.

Maps that are flat and open aren't the minigun's forte. It's too inaccurate for use at range.

Charge it fully, and start pulling the trigger before your enemy is fully targeted. By the time you target your opponent, the gun is at maximum power. You can clear rooms in Double Domination, Bombing Run, and Capture the Flag by spraying them with secondary fire from a fully powered minigun.

## TIP

**To keep the minigun primed and ready, tap the primary or secondary in a regular pattern to keep it spinning. You may fire off the occasional small burst but it's worth the increase in response time when the firepower is needed.**

## Bio Rifle

The bio rifle may be the most underrated weapon in *Unreal Championship*. Used skillfully, this is a powerful defensive weapon as well as a weapon that can wreck the other team's plans.

It isn't much good at a distance, however, and it can be difficult to aim. This unusual weapon also is difficult to master because its attacks are unlike those of any other weapon.

*The primary attack shoots out small green blobs of toxic goo. These hurt other players on contact and can stick to walls and explode when another player comes into proximity. Fire multiple rounds quickly for the most stopping power. Try to hit your enemy with two or three shots.*







*Charged up, the bio rifle releases a single, large blob of toxic goo that explodes into multiple smaller blobs of goo. Each is as deadly as a primary fire goo blob. A direct hit from a fully charged bio*

*rifle's secondary fire is a one-shot kill. The secondary fire also creates a wide blast area. Drop a blob in the middle of a group and follow up with primary shots to finish off any survivors.*

Use the bio rifle for maps with multiple levels and tight spaces. It's deadly from above, and if the secondary fire is used effectively, it can be as frightening in tight quarters as the flak cannon.

It's not useful for maps that are flat and open. Long-distance shooting is not the bio rifle's forte, and it's hard to use it as an ambush weapon when your enemies can see you coming.

Always hold the secondary trigger down so the gun is fully charged. You can release it as soon as you see someone. Even if you're close to your prey, it will be destroyed or badly damaged.

### TIP

Find the most traveled areas of the map (especially around tight corners) and carpet the ground with green bio goo. Any poor sap who runs through the area is in a world of hurt.

## Rocket Launcher

The rocket launcher is a great multipurpose weapon. The rockets are deadly enough to take out a player with a single, well-targeted shot. If you hold your crosshairs on an enemy long enough, the rockets lock on and home in on your target.

Splash damage from rockets can blow back in your face if you hit a nearby floor or wall, and crafty enemies can dodge rockets.



*The primary attack fires a single rocket. The crosshairs turn red at lock-on. Aim at your enemy's feet and use splash damage to do your dirty work—dodging is virtually impossible.*

*Hold down the secondary fire and your rocket launcher charges up three rockets. Release the trigger to unleash them at your prey. A three-rocket blast knocks out even a shielded foe. In one of the Capture the Flag-style modes, you can*

*start loading before you enter a room and take out a couple of opponents in one shot.*



The rocket launchers are good in all but the tightest fighting areas. Its lock-on ability makes the launcher especially deadly in wide-open maps. It's also good in multilevel environments and high-traffic areas.

It's least useful in tight corridors. You can easily kill yourself if you hit a wall, a floor, or even an enemy while running through tight areas. For safety's sake, switch to another weapon in hallways.

A single rocket blast will not necessarily kill a target in a single shot. In fact, characters such as the Juggernauts are able to withstand multiple direct hits from the Rocket Launcher, making them formidable enemies. Make sure to finish the job with a follow-up shot or two when necessary.

### TIP

Hold down the secondary trigger to charge up a couple of rockets. Before you release the secondary trigger, pull the primary trigger. Your three-rocket blast stays in a tight grouping that spells instant death for anything it hits.



# WEAPONS

## Flak Cannon

The flak cannon is the deadliest close-range weapon. Its one-hit kill makes it hard to beat in close quarters, and the secondary fire is just as deadly at medium range.

It's of little use at long range, however, and must be used with care in tight spaces. Flak can ricochet back at you.



*The primary fire is like a shotgun blast. It spreads out in the shape of a cone. At near ranges, it turns opponents into pulp. Hold your fire until you see the whites of their eyes for one-shot kills.*



*The secondary fire lobbs a flak grenade that explodes with a tight blast radius. Hitting an enemy dead-on usually results in a one-shot kill. When the enemy is too far away to wipe out with the primary fire, switch to the secondary blast.*

*Don't aim at the feet, though. A direct hit is far more effective.*

Rocket launchers are most useful in tight maps and in areas that are well traveled. The flak cannon is exceptionally useful in tight quarters, where it gives you a great chance of surprising an enemy up close. You can also do damage to groups by firing off the flak cannon in the midst of a battle.

The Flak Cannon is inefficient in multilevel warfare. It's difficult to hit foes above you, and the secondary fire's splash damage isn't strong enough to do much damage when fired from above.

Know your distances, which tell you which attack to use. Aim for the upper torso and don't be afraid to wait until you get a good, close shot. Your enemy goes down with a single blast.

### TIP

The rocket launcher is fantastic for defensive ambushes in team play games and great for rush attacks. On defense, sneak up behind enemies. On offense, run forward and fire at the last possible moment.

## Lightning Gun

The lightning gun is a useful one-shot killer for those with good aim. It also has a zoom feature that lets you take out enemies accurately and instantly with a pull of the trigger.

If you don't hit your foe in the head, however, you need at least two shots with the lightning gun to kill. It takes a long time to reload between shots, making this weapon ineffective in heavily trafficked areas.

*An instantaneous lightning blast kills your opponent if you are skilled enough to score a head shot with primary fire. Don't fire frantically. One good headshot is as deadly as three inaccurate bursts.*

*It takes time to reload the lightning gun. Make the most of each shot.*



*The secondary trigger zooms your view toward your target.*

*Hold down the trigger to zoom in even more, then hit it again to zoom out. Find a safe sniping spot before using the zoom. When you're zoomed in, you're open to attack from behind and from the sides.*



In large, open maps, the lightning gun can be your best friend. Just find a safe spot and zoom in on high-traffic areas. You can control entire areas of a level. Watch out for other snipers, however. They can ruin your fun.

Small, tight, or indoor levels aren't suited to the lightning gun, which needs space to be effective. Don't try to snipe where there's nowhere to hide.

When sniping from a distance, try to find a spot near ammo—your gun needs plenty of it. If you're quick, you can use this weapon without the zoom in tight areas. But be sure to get a head shot, or you go down to one of the bigger guns.

### TIP

The auto-aim feature lets you shoot a bit over your enemy's head and still get a head shot. You get more head shots targeting just over your enemy than you do targeting directly at his head.



### TAG Rifle

The deadliest weapon in *Unreal Championship* is the TAG rifle (Target Acquisition and Guidance). Hold the trigger down long enough for the nearest satellite to lock on your location. When it fires, it obliterates everything in a wide area.

It takes a while to lock on, however, and occasionally loses its lock when an enemy crosses the path. Be careful not to get caught in the blast yourself. You usually only get one shot.



*The primary fire is a thin laser beam that, locked on to a spot on the ground, calls in a massive ion strike from a satellite overhead. Don't aim at people or vertical surfaces. Find a good horizontal spot*

*and try to lead your opponents so they'll be hit as they cross the blast area.*



*The secondary trigger zooms your view to see faraway distances, allowing you to find a hiding place and target your enemy from relative safety. This is especially useful in very large maps.*

*Don't waste this feature by trying to rush shots from close range.*

This weapon is most effective used from a considerable distance. You do the most damage if the enemy cannot see you or get to you in time.

The satellite cannot lock on to your TAG rifle beam through a roof, so don't even bother trying this weapon indoors. You usually won't find a TAG rifle in indoor environments, and couldn't use it if you did.

Take into account the delay between the lock-on start and the ion burst, and aim at a well-traveled area rather than the place where your enemy is at the moment you pull the trigger.

### TIP

If team damage is turned off, fire an ion beam attack into a large battle. Your teammates come out without a scratch while their enemies crumble to dust.

### TRANSLOCATOR



In Capture the Flag and Bombing Run maps you can use the translocator. Pull the primary trigger to launch your probe. Pull the secondary trigger to warp to its location. Hit the primary trigger again to use the translocator probe as a spy camera. Tap it once again to recall the probe.

Use this to get to places where the other team doesn't expect you be, or to move more quickly through a map. If you teleport right on an enemy, you kill him with a telefrag.



# POWER-UPS



Skillful use of power-ups and special items sets you apart from your opponents in *Unreal Championship*. The player who can best control and use the items on each map wins the match in any game mode.

Even small items like health vials can help you dominate. Learn the power-ups well, memorize their locations on each map, and use them often.



## Health Pack

**Purpose:** Adds +25 health up to the character's base health allotment

When you're hurting, these health packs are just what the doctor ordered. They greatly extend your life and often account for the difference between success and death in a flag/bomb run.

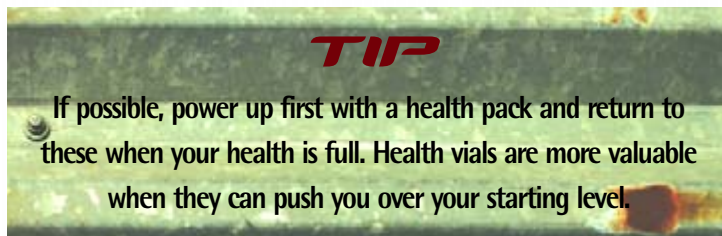
Calculate the cost before grabbing one of these in a high-traffic area, however. Sometimes you lose more than 25 points of health trying to get the health pack.



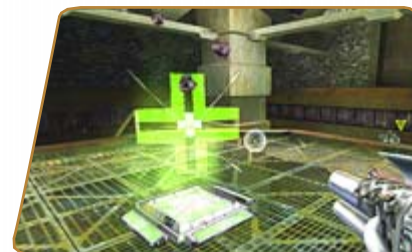
## Health Vial

**Purpose:** Adds +5 health, up to double the base health allotment for character race

It's easy to overlook health vials in *Unreal Championship*, but they are crucial items. Their advantages are twofold. First, they are usually found in groups, so you can gather several at a time. Second, they can push your health to double your starting allotment. Needless to say, this advantage is tremendous.



## Super Health Pack



**Purpose:** Adds +100 health, up to double the base health allotment for character race

This valuable item is also extremely rare. The super health pack pushes your health above the regular starting point, so it essentially doubles your health points.

This is an enormous advantage over your enemies, who virtually have you kill you twice. Make this item a part of your running pattern.

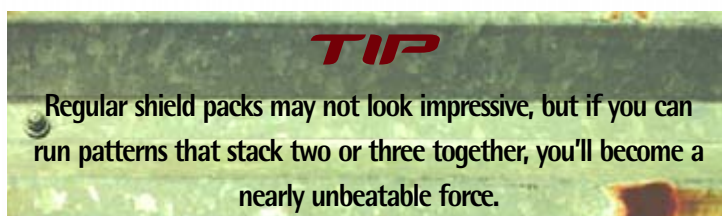


## Shield Pack



**Purpose:** Adds +50 to your shield, up to 150 points

The shield is like having extra life—sometimes even better. It allows you to take a number of hits before you start to lose health. If you have enough shield points, you can pick up health vials without taking damage, giving yourself the powerful combination of full health and extra shield.







### Super Shield Pack

**Purpose:** Adds +100 to your shield, up to 150 points

The super shield pack is one of the best items in the game. It gives you an extra 100 shield points, freeing you to add to your health points with health vials or other goodies. A fully shielded player at full health can be as deadly as three or four regular players.

### TIP

Try to control the super shield spawning point on every map. In team play, max out your own shield and guard the spot so your teammates can bolster their shields.



### Double Damage

**Purpose:** Doubles the damage caused by all your weapons

Double damage is so useful that you should go on a killing rampage whenever you get it. As its name implies, this power-up makes you doubly dangerous to your enemies for a full 30 seconds. Use that time well and your scores increase dramatically!

### TIP

Some weapons work better than others with this power-up. It's particularly effective with the minigun, rocket launcher, and link gun. The lightning gun and flak cannon are too powerful by themselves to take advantage of double damage.



### Adrenaline

**Purpose:** Adds +5 to your adrenaline points, up to 100 points, and unlocks special abilities

Many players ignore the adrenaline power-ups and the special abilities they confer, wasting an excellent opportunity to get a leg up on the competition. Each adrenaline power-up gives you 5 points, and you can pick up more points by killing opponents. When you hit 100 adrenaline points, you are fully charged, allowing you to access special abilities with a code command.

### TIP

Don't spend much time at 100 points. Spend the points to use a special ability, and then rebuild the points.

## Special Abilities

When you have 100 adrenaline points, you can unlock these special abilities.

**Agility** (↓, ↓, ↑): You can run much faster than usual. Use this in Capture the Flag and Bombing Run maps.

**Berserk** (↑, ↑, ↑): Your weapons do more damage than usual. Use this in Deathmatches; you regain adrenaline points as you kill with your enhanced weapons, which lets you kill even more.

**Invisibility** (→, →, ←, ←): Your enemies can't see you. Sneak into well-defended areas in Capture the Flag and Bombing Run maps.

**Regeneration** (↓, ↓, ↓): Your health regenerates as long as you have adrenaline. Handy when you're taking a flag to your base in Capture the Flag.

## KILL CALL

When you kill several enemies in a certain amount of time without missing a shot, the game's commentator calls out special kill names. Take care not to miss shots and break your streak!



Here are the calls and what it takes to get them.

- **Double Kill:** Two consecutive kills
- **Multi Kill:** Three consecutive kills
- **Mega Kill:** Four consecutive kills
- **Ultra Kill:** Five consecutive kills
- **Monster Kill:** Six or more consecutive kills







## PRIMA'S OFFICIAL STRATEGY GUIDE

### STRATEGIES FOR SOLO SHOOTERS

Deathmatch is first-person shooter gameplay in its purest form, and it offers some of the most exciting action in *Unreal Championship*. If you want instant action and no worries about teammates or mission goals, this is your party.

No allies. No rules. Every man, woman, and mutant alien freak for himself, herself, or itself. The player with the most frags wins.

### The Top 10 Deathmatch Tips

#### TIP #1: KEEP MOVING

To climb to the top of the scoring ladders in *Unreal Championship*, don't stand still. In Deathmatch, stationary players are popular prey. When you move, you pick up ammo, grab weapons, and take the power-ups so no one else can. Standing fast not only makes you weak, it makes your opponents strong.

Unless you know how to use the lightning gun on the run, don't try to snipe in Deathmatch. Even if you're brutally efficient, those who roam the map looking for victims will outscore you.

#### TIP #2: CONTROL THE POWER-UPS

Power-ups like health, shields, and other goodies are often the edge in Deathmatch. The best players show up at the power-ups just as they spawn. It isn't luck. They time their running patterns to hit the spawning sites at the right time.

When you control one or more power-ups, you have an advantage in every battle. If you control the super shield pack spawning point, for example, you can build 150 shield points quickly. Your foe has to deal you more than double the damage you deal him. If your skills are equivalent, you win most of these duels.

#### TIP #3: BE OFFENSIVE

You get points in Deathmatch only for scoring kills. Kills are your constant ambition. Don't look for a clever place to hide. Don't set up ambushes. Don't hunker down in one section of the map. Attack, attack, attack. You never know who you might run across and how damaged they may be.

Never turn tail and run. Don't try to regroup or find refuge. Face your enemy and fight. You might luck into a kill. At worst, you die and come back at full health.

#### TIP #4: ACCEPT DEATH

Don't get caught up in survival. You die often in Deathmatch. It doesn't matter how often you die. What's important is how many kills you get. Attack even when you have practically no health.

If you die, jump right back into the fray. Forget revenge. Trying to kill the player who killed you wastes time. Vengeance gives you no extra points, and you might pass up an easy kill in the meantime.

#### TIP #5: KNOW THE MAP

A crucial element in Deathmatch dominance is knowing every map intimately. Study the maps of each Deathmatch level in this strategy guide. Learn them and become comfortable in them. Know the location of every weapon, power-up, and kill zone. If you don't know the map well, you'll be beaten by someone who does, even less skilled players.

If you don't know every map, play the ones you do know. Your opponents needn't know that you stick to your favorites—they're probably doing the same. Add new maps to your repertoire slowly, one at a time. It's better to be great on a few maps than average on many maps.

### 6 EASY DEATHMATCH TARGETS

1. **The Runner:** Nothing's easier than shooting players in the back. Besides, they can't do any damage to you.
2. **The Happy Camper:** Some players return to their hiding place over and over, even if they die each time. Get those easy kills.
3. **The One-Weapon Warrior:** Some players insist on using only their favorite weapons. Use a weapon that counters theirs. You win nearly every time.
4. **The Lost Child:** A foe who looks lost probably is. Get the good stuff on the map that your opponent doesn't know about, and then come back for the kill.
5. **The Poor-Shot Sniper:** If a sniper misses you twice in a row, you've got an easy kill. Approach while dodging and make the end painful.

# deathmatch strategy

## TIP #6: CHOOSE YOUR WEAPON

A weapon that works well on one map won't necessarily work on others. Try each map with a different gun to see the difference. Each map guide here highlights three weapons that work well on that level. Choose your favorite, or develop a strategy that works with another weapon.

Deathmatch champions use every weapon efficiently. It's okay to have a favorite and use it often to wipe out those with weapons less suited for the map, but don't focus on a single weapon to the exclusion of others.

## TIP #7: STICK WITH YOUR STYLE

A variety of playing styles can propel you to victory, but play the style you know best. If you are comfortable attacking from a distance, look for map positions to support that strategy. If you like to get in close and dirty, look for ways to do that.

## TIP #8: GO WHERE THE ACTION IS

Each map has intersections of action called kill zones. Know these places and visit them often. It's best to load up first on health, ammo, and shield points—these are mean streets. But visit even if you're not fully loaded, and pick up cheap kills from damaged enemies.

The map guides here list kill zones. If you're struggling to get up the ladder, spend more time in these areas.

## TIP # 9: RUN PATTERNS

Running patterns is advanced Deathmatch strategy. It entails developing a loop that you run every time you spawn into a map. The loop should take you to a variety of the best weapons, through the kill zones, and past every important power-up.

The power-ups are most important. If you develop a good pattern, you can time your run (building in a little leeway for battles) to hit each power-up just as it spawns and grab it before anyone else can. The advantage over your enemies is clear.

When you die and respawn, head immediately to the location of an important power-up and fight there until it reappears. Start your loop there. By the end of your second or third trip through the loop, you should have control of all the power-ups.

## TIP #10: PRACTICE OFFLINE

You develop skills, map knowledge, and patterns best while playing unmannned maps or those that are full of deadly bots. It's the best way to learn every level well, so play through the single-player maps repeatedly.

When you connect and play against real people, the maps all seem fresh and new again.

### TIP

Don't expect human players to follow the same patterns or fall for the same tricks as bots. Make your strategy as flexible as possible. Some moves that work against the computer are completely unusable against human opposition.

## 5 TOUGH DEATHMATCH ENEMIES

1. **The Jumper:** He jumps like a madman to dodge your fire. Be patient and use a weapon with splash damage or lock-on capability.
2. **The Sniper:** They rarely score enough to win, but snipers can foil your game. Attack with heavy weapons while moving. Hit a faraway sniper with the shock rifle and throw off his aim.
3. **The Spawn Camper:** He lurks at spawning sites, hoping to get a kill before the newly spawned player grabs a weapon. Hold your secondary fire trigger before you spawn. You get at least one effective grenade shot. Do that twice and his camping days are done.
4. **The Rocketeer:** These specialists are exceedingly proficient with the rocket launcher. Take one out from a distance, using the lightning gun, shock rifle, or link gun while you dodge rockets.
5. **The Too-Close-for-Comfort Guy:** They put the action in your face with close-range weapons. Never run. Stand your ground and attack early, before their close-range weapons are useful.





### SURVIVAL STRATEGY

Survival tests your one-on-one combat skills as you fight your way through your opponents. You need different strategies than you used in regular Deathmatch.



One-on-one Survival is gladiator-style combat. Your score is the number of consecutive rounds you win.

### The Five Most Important Survival Tips

#### TIP #1: CONTROL THE POWER-UPS

The most critical factor to Survival success is controlling power-ups. Boost your health points, shield points, or both above starting levels, and you're ready to crush opponents. Make sure your pattern runs across all the key power-up points as they spawn.

If you join a match in progress, avoid contact until you boost your power statistics. Your enemy already has amplified stats. Be patient. Your opponent can't score until he finds you.

#### TIP #2: BE WELL-ARMED

Enemies aren't around every corner, so you have time to grab good weapons. Even if you have to sneak out of conflicts (but don't turn tail and run!), it's best to load up on the best weapons for each map.

Approach any battle with the assumption that your opponent has the top weapons already. When you're fully loaded, the playing field is even (at worst), and possibly tilted in your favor.

#### TIP #3: BE PATIENT

Impatience is a common mistake in Survival. The action is slower than in regular Deathmatch, leading players to make blunders like firing on an enemy out of effective range, rushing into potential ambush areas, and losing the rhythm of their running pattern.

Because Survival is slower, each battle is more important. Take a deep breath and make considered moves. You'll stay alive a lot longer.



#### TIP #4: CAMP

Other players hate you for it, but camping in a safe spot and ambushing your enemy is an effective strategy in Survival. Get a good weapon and put your back against the wall in a dark or hidden spot.

When you see the enemy, attack hard and fast. You need a couple of hiding spots on each map, because watching opponents will know where to find you.

Camp where you can see an important power-up. Your enemy is most likely to run across that point, and you can pick up the item and run a quick pattern when it respawns.

#### TIP #5: WATCH WHILE YOU WAIT

Pay attention to other players' Survival matches. If you watch closely, you get a feel for your opponent's strategy, ammo, and extent of damage.

You also can spot weaknesses in other players—over-reliance on one weapon, a predictable pattern, or a flaw in playing style that can be exploited. Think of it as scouting.

# deathmatch strategy



This gameplay mode sounds like an oxymoron, but you find a lot of tactical gameplay in Team Deathmatch. The easy part is developing a strategy. The hard part is getting your teammates to go with the plan and stick to it.

The team that neutralizes the most enemy players wins the match. The losing team gets scraped off the walls.

## The Five "C's" of Team Deathmatch

### COMMUNICATE

In Team Deathmatch, communication is critical. Thanks to the handy voice communicator that's part of Xbox Live, you can talk to your teammates at all times. Use this feature often. A team that communicates well has a huge advantage over teams that don't.

Make sure that someone is watching the key power-ups, letting your teammates know when an enemy is wounded, and announcing the arrival of enemy squads. It's like having extra eyes.

### CONTROL

Controlling power-ups is even more important in Team Deathmatch than in regular Deathmatch. If your team controls the areas where the power-ups spawn, you can "farm" the best items.

Communication is crucial here as well. Players trying to control the power-ups are often under intense attack. Other team members must come to the assistance of or fill in for their comrades.

### CAPITALIZE

Team Deathmatch involves a great deal of teamwork versus teamwork. Capitalize on the work of others. Your team members may wound opponents, but not finish them off. Pay attention so you can close the deal on the injured while your teammate focuses on a new foe.

If you do this efficiently, you'll score early and often.

If you're really good at it, you may find yourself in the glamorous role of lead scorer. There may not be an "I" in team, but there's a "me" in there somewhere.

### CONGREGATE

Outnumber your enemy. Break your team into squads that hunt prey together. You can wipe out a disorganized enemy with little trouble. If your foes fight in teams, outmaneuver and out-cooperate them.



### COMPLEMENT

Teammates should complement each other's playing style and weapons. If one member is aces with a lightning gun, the others should load up with mid- to short-range weapons to protect the long-distance gunner. Exploit the advantages of each gun and cover for their disadvantages.

Balance playing styles, too. If one player likes to jump into the thick of battle, another should stand back and attack from a distance. Yet another should come at the conflict from a completely different approach. Put together smoothly, such a force is nearly unbeatable.





### ANTALUS



If you're looking for straight, well-defined paths and industrial design, look elsewhere. If you're looking for a map that flows well and keeps the action moving at all times, Antalus is for you.

Plenty of power-ups and weapons are strewn about Antalus. Keep moving and picking up items, if only to keep them out of the hands of others. This is good strategy for staying alive, because you won't find any corners to hide in.

### Deathmatch Strategy

A smart running pattern is key to winning this Deathmatch. First, find your favorite weapon. You're out of luck if it's the flak cannon, but plenty of other great weapons are hidden about.

Once you've located your weapon and ammo, develop a running pattern that takes you through areas holding super shield, double damage, and health packs.

Because of Antalus's organic nature, it is sometimes difficult to figure out where things are. Still, you need to know each path and elevator by heart so you can grab what you need quickly. Keep moving and attacking, and keep your eyes open. You're bound to sneak up behind someone—and they will do the same to you.

### Survival Strategy

In Survival, you must control the shield and double damage power-ups. If you can do that, you can win almost any one-on-one battle. Make your first move directly for the super shield. Don't worry immediately about double damage. You can stay out of its way if your opponent grabs it. Then track down the other shield.

With both shields, you have a significant advantage. Push for confrontations, constantly checking to see if the double damage or either of the shield power-ups have respawned. Grab adrenaline and health vials, too. Add 199 health and adrenaline points to maxed-out shields, and you're talking unbeatable.

# deathmatch maps

## Team Deathmatch Strategy

Controlling shield and double damage power-ups is again the key to winning Antalus. One player should focus efforts on holding the super shield. Checking in on the other power-ups can be left to others, but the super shield is too valuable to be left unguarded. Once maxed out on shields, the guard can call teammates to take advantage of the power-up's respawning.

## Single-Player Strategy

Bots love this kind of tight, free-flowing map, so be careful when you hang around the bottom level. In Deathmatch, bot battles are usually short and sweet. Be better armed than your opponent. The rocket launcher is perfect. Grab it if you can.

You can choose to stay on the top level and take out bots from there. They usually have trouble stopping you this way, but watch out for the occasional bot shot from below.

Bots, like real players, try to get power-ups, sometimes running by you in pursuit of health or shield points. Make them pay for their lack of respect.

## Important Power-Ups



*The super shield pack is an important power-up and often the center of intense battles. Grab it so no one else can.*



*Don't forget about the extra shield pack, just sitting by its lonesome.*



*Grab this double damage, drop into the heaviest areas of combat and watch your score skyrocket.*

## Sniping Spot

This map has few true sniping spots. If you grab the lightning gun, drop off the ledge to a small platform below. You can hop to another ledge on the side. From this perch, you can hit targets all over the map.

A caveat: If you kill enough enemies, you eventually make yourself a big target.



## DIRTY TRICK

*Pick up the super shield pack even if you are at full shield points. Switch to your shield gun, fire at the ground, and watch your shield rating go down. Now run over the power-up and refill your shields. What's the point? Your opponents can't refill theirs.*

## Kill Zone

The entire map rates as a kill zone, but most heated combat takes place in the super shield room. It's a junction between three parts of the map. Grab a rocket launcher and

plenty of shield power, and make this area your private killing field.



## Ideal Weapons

*The rocket launcher is good for close-quarters combat, and you can pick off snipers using the lock-on feature.*



*The minigun is perfect when you drop into a raging battle. If you're lucky, you might take out multiple enemies at once.*



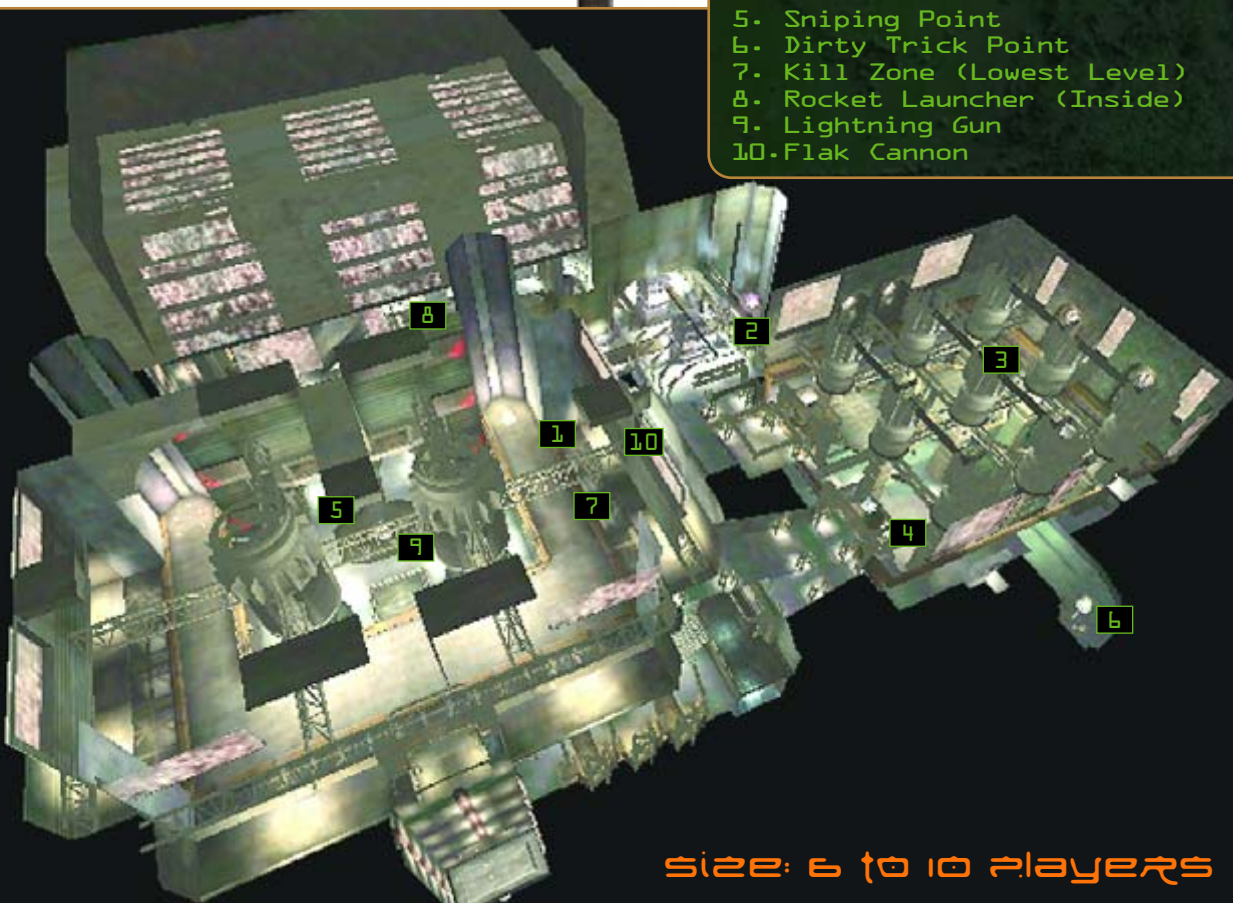
*If you can shoot accurately while moving, you have more than enough opportunity to use the lightning gun well.*





A S E S T O S

1. Super Shield (Lowest Level)
2. Double Damage
3. Super Health
4. Shield
5. Sniping Point
6. Dirty Trick Point
7. Kill Zone (Lowest Level)
8. Rocket Launcher (Inside)
9. Lightning Gun
10. Flak Cannon



size: 6 to 10 players

Asbestos is a big, sprawling Deathmatch map with goodies galore. Unlike many maps, Asbestos is not symmetrical. Every area is different. Knowing this map well is critical to success. Play it a couple of times against no enemies until you can get anywhere from anywhere else.

The map breaks down into three segments. Learn the large areas first and then explore how they connect. The map doesn't really do this deep level justice. The best way to learn where important objects are is to scout it carefully yourself.

### Deathmatch Strategy

You won't find many simple Deathmatch strategies for this large and complex map. You just have to develop your overall Deathmatch skills. You can, however, use a couple of Asbestos-specific tricks to move up the points ladder.

First, know how to get the shield and double damage power-ups. The super shield pack is not easy to acquire. You must know how to get it fast when it spawns.

Bolt out the one door that faces the super shield pack on the ground level, run up the ramps (don't use the elevator), go past the pool with the rocket launcher in the middle, and then down the far corridor. When you get to the end, run along the pipes, jump on the generator, and then jump to get the super shield.

Better yet, jump up along the structure adjacent to the stairway and at the corner of the open platform facing the super shield.

If you're comfortable with the rocket launcher and flak cannon, stick to them. You can do well, although you have to hunt down your prey all over the map.

### Survival Strategy

Asbestos is not the best Survival map in *Unreal Championship*. If you do decide to play here, the strategy is straightforward: Get the power-ups.

Don't even worry about the other guy unless you stumble on each other. Just grab as many good power-ups as you can. If you time your pattern well, you can get to the power-ups just before they spawn by the second or third trip. When you do eventually run across your opponent, he won't stand a chance.

# deathmatch maps

## Team Deathmatch Strategy

In Asbestos, Team Deathmatch often breaks down into complete chaos. That's okay. The smart solution is to let everyone do his or her thing, as long as your team communicates well. Knowing that an opponent has been weakened can get a teammate a quick kill. The more you communicate, the better your team does.

## Single-Player Strategy

The bots are tough in this level, which makes it one of the most enjoyable single-player Deathmatch maps. They don't seem to go after the double damage power-up very often, so make sure you always get it when it spawns. Then you can use the lightning gun or even the shock rifle to deal instant death to your enemies.

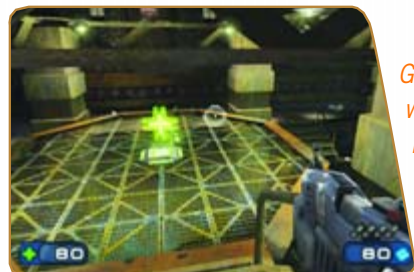
## Important Power-Ups



*The super shield pack can be tough to get, but it's worth the effort. Learn how to snag it before you play.*



*Double-jump your way up the stairs and you're rewarded with the double damage power-up, which makes every weapon doubly dangerous.*



*Grab the super health pack when you're already at a healthy level and you can push your health level to double its original allotment.*



*Sneak out the back of the room that has the lightning gun in it and run down the ramp. At the bottom, you usually find a shield pack.*

## Sniping Spot

Sniping is effective from the right spot. One of the best positions is behind the lightning gun. Grab your weapon, get in position, and shut down the many enemies that try to enter.



## DIRTY TRICK

A great way to surprise people and get a free kill is to ambush players from behind the corner near the lowest health pack. Hide yourself as far away from view as possible and jump in front of your enemy just before he gets the health pack. You'll pick up the health yourself if he damages you even slightly, and most likely, you'll be able to finish off this weakened foe.

## Kill Zone

Many places on this map could be considered kill zones. The room with the large generators where the super shield spawns is a great place to set up shop.

Inside is a flak cannon, and a rocket launcher is in a room nearby. Pick up both and camp here. Everyone comes to you eventually.



## Ideal Weapons

*The rocket launcher is powerful for both near and far combat.*



*Learn to fire the lightning gun on the run, and no hallway on the map is safe from you.*



*For close-quarters combat, the flak cannon simply cannot be beat.*





### COMPRESSED

1. Shield (Floor Level)
2. Adrenaline (Floor Level)
3. Secret Shield (Above Elevators)
4. Kill Zone (Floor Level)
5. Rocket Launcher
6. Link Gun
7. Bio Rifle



Claustrophobics might want to steer clear of this map. Danger lies around every tight corner of this very small, brutal level. If you're into intense, bloody contests, however, this may be the destination for you.

The key to Compressed is thinking beyond one level. Be prepared for attacks from above and below. If you adapt to that strategy and have quick reflexes, you find a lot to love in this small map.

### Deathmatch Strategy

Having the right weapon is important in Compressed. The flak cannon is a great weapon, but in multi-level warfare it doesn't work as well as the rocket launcher. When you learn which weapons work best for you and how to find them quickly, you see an immediate and vast improvement in your scores.

As in all Deathmatch maps, power-ups are important in Compressed. The floor of the map has only one shield pack (but see Dirty Trick). The floor has the only health vials, too, so that's

the area you need to own.

Unfortunately, the floor is the toughest part of the map to control. Get a good weapon before you take up residence. Once you're fighting in the pit, you won't find many good weapons.

Be careful around the elevators. They are built in such a manner that you could accidentally start one while chasing an opponent. If you do this while using a rocket launcher, you could get hit by your own splash damage.

### Survival Strategy

Compressed is perfect for Survival because of its small size. In Survival mode, you needn't hang out at the bottom of the map all the time. As long as you can always get the shield pack before your opponent, you should be okay.

When you're not grabbing power-ups, try to stay near the top so you can spot your enemy. In Survival, the advantage often goes to the player who finds the opponent first.

# deathmatch maps

## Team Deathmatch Strategy

Even with small teams, this map can be hectic. Just let your team go at it, and let the best players win. It is important to control the power-ups. If your team gets them all, victory is almost certainly in the bag.

## Single-Player Strategy

Stick to the ground while playing bots. They occasionally announce their presence with a single shot. If you're a quick draw you can return fire with fatal force.

Use elevators if you are being hotly pursued, and push the advantage as much as possible. Bots are stronger against tentative opponents than they are against aggressive opponents.

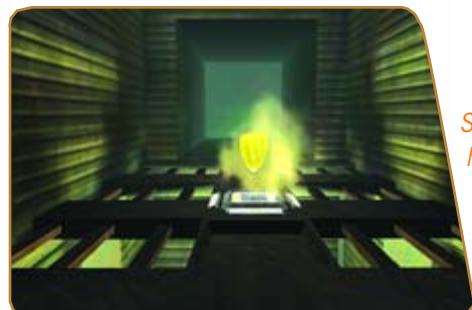
## Important Power-Ups



*The shield pack is a key power-up—the main reason that you try to control the ground level.*



*Use health vials when your health is full if possible. That way your health can go much higher than its starting value.*



*See Dirty Trick to see how to get this useful but hidden power-up.*

## Sniping Spot

The level has no lightning guns. Even if it did, they would not be very useful. You're much better off with a rocket launcher or a flak cannon.

### DIRTY TRICK

Get a leg up against new opponents or computer bots by grabbing a handy secret shield power-up. Use the momentum of the elevator to propel yourself high up the elevator shaft, beyond the second level. Jump just before the elevator reaches the top, and you fly higher than you can imagine. Push forward to enter a small room with a shield. Return often.



## Kill Zone

The fiercest and most numerous battles are fought on the floor of the level. To rack up kills or just find some action, head down to the bottom. Something's always going on there.



## Ideal Weapon

*The rocket launcher is good in multi-level combat. If your opponent doesn't notice you, use the secondary fire.*



*Another good multi-level weapon is the link gun, which you can use in a variety of situations.*



*With the bio rifle, you can turn the entire bottom level into a toxic zone if you want to...and why wouldn't you want to?*







1. Super Shield (Hidden)
2. Double Damage (In Wall)
3. Shield (Lower Level)
4. Sniping Point
5. Dirty Trick Point
6. Kill Zone (Catwalk)
7. Shock Rifle
8. Flak Cannon (Lower Level)
9. Link Gun (lower Level)

This small but dangerous map will have you looking over your shoulder in your living room and shouting out in your dreams about being chased by guys with rocket launchers. Weapons are plentiful, but power-ups are another story. Even if you were to control one or more of the power-ups, the danger outweighs the value.

This map requires you to be reasonably skilled at every weapon. Depending on the number of players, you may get only one or two weapons before you find yourself face to face with an enemy toting heavier firepower.

### Deathmatch Strategy

The winner is often the player adept at a variety of weapons. Curse 3 is the perfect map for the shock rifle's devastating shock combo. Fire your secondary, a glowing energy ball, and then hit the ball with your primary laser. The massive blast clears out lethal corners of this map before you reach them.

This skill is difficult to master, but the best players swear that the combo makes the shock rifle the most valuable weapon of all.

Learn how to use the flak cannon and rocket launcher indoors. If you fire like a crazy man, you end up hurting yourself more than the enemy. If you're patient and careful, you emerge not only unscathed but a feared threat.

### Survival Strategy

You can start trying to control the power-ups in one-on-one games. Even in Survival mode, however, your enemy has a ton of weapons to choose from and can take you down no matter how many power-ups you control. Grab the super shield pack first, if possible. It helps you survive long enough to grab others.

Once you've picked up the lower-level power-ups, try to stay up high as long as possible to watch for your enemy. If you can spot your foe from above, you can jump down and end the contest before your enemy knows you're there.

# deathmatch maps

## Team Deathmatch Strategy

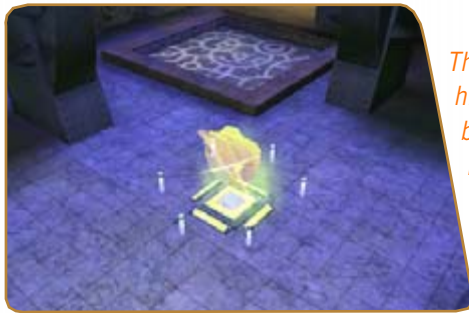
A good team can control all the important power-ups in this map without sacrificing kills. The key is for the entire team to keep moving, even if it's just a short pattern around the power-up, grabbing ammo and health when necessary. If you stop on this map, you might as well concede.

## Single-Player Strategy

Keep moving and shooting. The bots on this level are notorious for shooting you from unexpected angles. Don't give them an easy shot. Devise a path that lets you pick up the shield and double damage power-ups just as they respawn. The bots aren't quite as calculated.

Don't be embarrassed to take cover if you are outgunned. More often than not, you stumble over a better weapon and make your opponent pay for not finishing you off quickly.

## Important Power-Ups



*The super shield pack is hidden behind a fake brick tile. Everyone knows it's there. See if you can get it first.*



*Open this hidden door (it looks like a slightly lighter block of bricks) to the double damage by shooting it. It opens slowly, so guard yourself against enemy attack.*



*The shield pack is under the stairs near the bottom level. Don't forget this one; it could save your life.*

## Sniping Spot

The two key sniping spots on this small map are handy, albeit not as useful as sniping spots on other maps. Stand in front of the super shield pack hiding place. You're spotted and occasionally hit from below, but if you're lucky, you get in a few great kills at the expense of oblivious elevator riders.

Or, after you grab the lighting gun, look for a small passage directly beside the spawning point. This will take you to a small catwalk overlooking an oft-used corner of this map. Put your back in the corner of the two nearby walls and start taking out your unaware enemies from above.



## DIRTY TRICK

Your opponents hate you for this, but that's half the fun of Deathmatch. Grab a flak cannon and hide in the room with the health pack. As people come in to check on it, scare the bejabbers out of them with a quick flak blast. They expect you next time, so don't overdo it. But do it every once in a while just to keep players honest.

## Kill Zone

This map is good for kill zones, but the standout area is the catwalk leading to the secret super shield. From this vantage point, you can attack heavy traffic up top and jump down to assault opponents below. Either way, you're in the



## Ideal Weapons

*The shock rifle's shock combo is difficult to learn, but it's deadly in maps where frightened players hide around corners.*



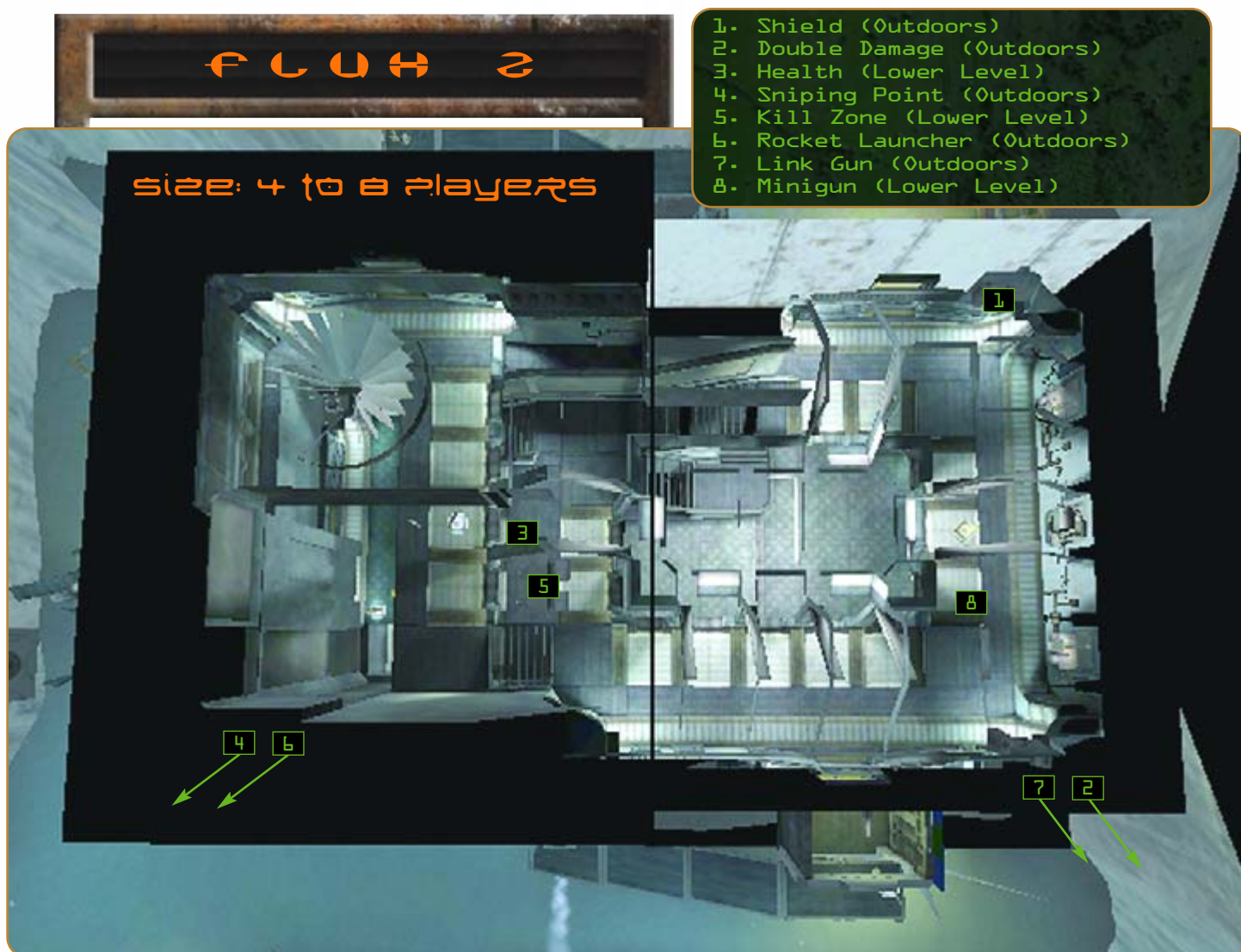
*The flak cannon is a deadly gun for a deadly map. Remember that reckless firing in confined areas can hurt you, too.*



*The link gun hits targets both above and below, and its secondary fire is perfect for slowing down fleeing targets.*







To survive in Flux 2, know how to use your weapons in wide-open ground. The map is built around an expansive base surrounded by a small outdoor area. Many good weapons and a few power-ups are stored outside, but the most heated action takes place inside.

The confined-space combat you learned in smaller maps is worthless here. You need to be accurate with all your weapons. If not, your enemies pick you off from a distance.

### Deathmatch Strategy

Two offensive strategies are effective in this map. Choose the one that suits you. The first is best for those proficient with the rocket launcher or sniper rifle. Both weapons are outdoors, so your first move is to the outside.

You waste a little time getting the weapons (although you often find a little combat along the way), but the journey's worth it if you can score kills quickly. This strategy involves many trips back and forth, with short bursts of intense, scoring combat.

The other technique is to be always in the center of the action. Go to the middle of the large building and fight, using whatever weapons come your way. You're often at a severe disadvantage, and you die more often than usual. If you make good use of the weapons that people drop, however, you build a high score quickly.

### Survival Strategy

Players good with the lightning gun and shock rifle have a distinct advantage. Because of Flux 2's large size, grab the lightning gun first.

Once you're armed, head to the upper level of the building and wait. Even if your opponent stocks up on health and armor, you can take away that advantage with a sniper attack. Use the shock combo if your enemy is hiding around a corner or behind something.

# deathmatch maps

## Team Deathmatch Strategy

A smart team can completely lock up the outside of the map by putting two snipers at opposite corners. Station one sniper at the lightning gun spawn point and the other atop the platform with the double damage power-up.

From these perches your team can watch the entire outdoor area, striking down anyone who ventures out of the main room. Once you control the area, your team has exclusive rights to the lightning gun, rocket launcher, shield pack, and double damage.

## Single-Player Strategy

Prepare for some carnage. The bots are plenty tough at firing weapons in open areas. But if you're skilled, you put a lot of bots down as well. Use the same strategy that you would regular Deathmatch and throw yourself into the thick of it.

Try using the lightning gun to snipe inside the building from the outdoor area. You can usually get some quick kills that way.



### Important Power-Ups

*The handy shield pack is outside in the corner, but it's so far away you don't need to get it every time.*



*Use the shield gun jump to get over to the double damage power-up. Or you can grab it by dodging from the top of the platform toward the platform, then using the double jump at the top of the arc. Certain species can also reach this*



*These two health packs are handy, but getting them may cost you more health than you get.*

## Sniping Spot

This map has few truly good sniping spots. The best are outdoors, but you face far fewer opponents there, so it's hard to keep up with the rising kill count indoors.



One outdoor sniping spot stands out. If you stand atop the bunker that the rocket launcher spawns in, you can clearly see two open sides of the map. Nail enemies as they make a run for the all-too-appealing rocket launcher.

If your foes are persistent in their desire for the rocket launcher, your score skyrockets. If they give up easily, you have to break camp.

## DIRTY TRICK

*Much action takes place in the middle of the main room, and you can be a major nuisance with bio rifle. Ammo abounds, so fill up the middle area (especially the point with two health packs) with deadly green goo from above. By carpeting the map with toxic sludge, you force your opponents out of their rhythms and cause them to make stupid mistakes.*

## Kill Zone

The middle area of this map is a classic kill zone. For intense action, just camp out here. Everyone else comes to you. It's not even important to be properly armed. Eventually someone with a bigger gun dies in this area, giving you the weapon you need to go about your business more efficiently.



## Ideal Weapons

*At either long or short range, the rocket launcher works best on this map. It's also perfect for the multi-level fighting.*



*The link gun is handy for racking up kills in the crowded kill zone, especially if you have double damage.*



*So many targets, so many bullets. The minigun was made for this.*







Gael was created as a one-on-one map, but you soon find that it is amenable to classic battles with many more players involved. The map is pure simplicity: a single room with two levels, packed with rocket launchers, lightning guns, and all the ammo you could hope for.

In a one-on-one match, Gael requires focus and your best tactical skills. When more players join, it tests your ability to think and act in the midst of unimaginable chaos. It is also among the best maps for honing your rocket launcher skills and your ability to use the lightning gun on the run. This should be among your most-played practice maps.

### Deathmatch Strategy

Deathmatch strategy depends on the number of players on the map. In a one-on-one match, focus on finding your opponent. In this map, it takes only seconds to find each other, but shaving even a few fractions of a second off that time may be the difference between life and death.

Run for weapons, ammo, and power-ups only as a secondary action while fighting your foe. If you can't see your enemy, don't grab stuff. Look everywhere until you spot your opponent. Only when your enemy is on your screen should you angle toward the items you need.

As more players join, your strategy changes. All you need to do is wipe out anything that moves. Use the rocket launcher's secondary fire. Keep your finger on the left trigger at all times and keep your enemy targeted.

Don't worry if you waste rockets, there are plenty to be found. Just keep loading up and firing. You may even get someone by accident.

If you have the lightning gun, stay on the upper level. You're too big of a target for rockets down below.

### Survival Strategy

The difference between Survival and regular one-on-one Deathmatch is that gaining points in Survival means winning a long

# deathmatch maps

string of victories. Spotting your opponent first is critical. Gael is won or lost on the basis of who saw whom first, assuming the players have equal skills.

Make sure you are the most skilled and the quickest to spot your opponent. Health is important in Survival, so replenish often—but not when you can't see the enemy.

## Team Deathmatch Strategy

This map is too small for most effective team tactics. Even if a team wanted to control the elevators, it would be too difficult to pull off. The best bet is to communicate between teammates, especially when one needs ammo.

Don't bunch together. The last thing you want to do is give the other team a shot at killing all of you with a single blow.

## Single-Player Strategy

Most of the Deathmatch strategies apply. This is an excellent practice map. Try playing this against as many as eight bots to push your thinking and targeting skills to the limit. After that, games on bigger, more spacious levels feel like they're being played in slow motion.

## Important Power-Ups



*Only grab the health pack while you have your enemy in your sights. Otherwise, it's easier just to die and respawn.*



*If you can hit the health vials while you still have 100 health or more, it's almost like having a little bit of armor.*

## Sniping Spot

When you face more than one opponent, the only sniping you do on this map is sniping on the run. But if you have steely nerves, you can hide in the back of either elevator and do



your best to pop your one-on-one opponent. It is not as effective as moving and shooting, but it can be fun.

## DIRTY TRICK

For the most part, you don't have time to activate your rocket lock-on in this map.

But if you are ahead in a one-on-one match, have some fun with the lock-on at your opponent's expense. From as great a distance as possible, lock three rockets on at a time. Watching your enemy try to dodge three locked-on rockets is worth a temporary slowdown in kills.

## Kill Zone

The entire bottom floor of this map is a deadly kill zone. Spend as little time upstairs as possible. Downstairs is where the action is. Everything you need spawns on the bottom floor, so jump in the pit and have some fun.



## Ideal Weapon

The rocket launcher is lethal against one or many foes. The secondary fire scores you many Double, Multi, and Ultra Kills.



*It's very effective in one-on-one battles, but the lightning gun just can't make the scores roll in like the rocket launcher.*



*Hold the secondary fire down for a couple seconds and the assault rifle's grenade becomes almost like a rocket.*





### INSIDIOUS

1. Health
2. Shield
3. Kill Zone (Upper Bridge)
4. Rocket Launcher (Upper Bridge)
5. Flak Cannon
6. Minigun (Lower Bridge)



size: 2 to 4 players

Insidious is another straightforward and hopelessly dangerous map. The design consists of a simple circle quadrisected by bridges across the middle. Beneath these bridges is a whirling fan blade that takes care of anyone foolish enough to fall over the side.

The map is designed to keep players moving, and you'd be smart to follow the plan. Anyone who stands still on Insidious learns the hard way why it's not a good idea.

### Deathmatch Strategy

Many weapons, not much ammo. That sums up the main strategic concern with this map. Grabbing weapons is easy. Even the heavy weapons are readily available. But if you stay alive for a long time, you most likely run out of ammo.

Keep moving and acquiring backup weapons, and be ready to replenish your weapon any chance you get. You also need to make every shot count. If you run around with the rocket launcher's

secondary trigger pulled at all times, you're out of ammo by your third kill.

Be proficient with the assault rifle. Because ammo is scarce, you often revert to your base gun. Learn how to use its grenade launcher secondary fire skillfully, and you pose as big a threat with that weapon as you do with a bigger gun.

Don't get caught running away. You lose every time. Turn and fight. If you're lucky you respawn and return the favor.

### Survival Strategy

In Survival mode, control over the two power-ups takes precedence over ammo. Grab the rocket launcher, head to the lower bridge and run back and forth, watching both sides. When you see your enemy, drop everything and confront him, and then return to pick up the health and shield packs.

# deathmatch maps

## Team Deathmatch Strategy

Even with teams it is difficult to control both power-ups in a big match. In smaller matches, that should be the goal. Try first to grab one of the bigger guns, and then find a power-up to guard. Two players might patrol the lower bridge as a squad, wiping out opposition.

## Single-Player Strategy

If you enjoy pounding on bots, this is your map. Weapons and power-ups in this map easily distract them. If you save ammo, you can slaughter them wholesale. Just grab a rocket launcher and flak cannon and head after them.

When you start cleaning house, they're so busy running to the next gun that you get an easy shot or two off into their backs. Before long, you run the score up on them so far that they never catch up.

## Important Power-Ups



*In a map with few other power-ups, this super health pack is crucial. But control at all costs isn't worth it. You're better off concentrating on offense.*



*This shield pack should give you a little help, and what's up with those creepy torsos in the glass jars?*

## Sniping Spot

Even if you could sneak a lightning gun into this map, it wouldn't help you much. Insidious was built for big guns with big splash damage, and standing in place in this map is asking for trouble.

## DIRTY TRICK

*Killing your opponent is great, but there's special satisfaction in knocking an enemy into the giant fan below. Aim your rocket launcher to hit near your opponent's feet. It's a difficult skill to master, but you appreciate having the skill when your foe is chopped into a million pieces.*



## Kill Zone

If you stay on the top bridge with the rocket launcher spawn point, you have more than enough action to keep busy. For the highest score possible, you have to treat the level like a giant Kill Zone and hunt your enemies down one by one.



## Ideal Weapons

*The rocket launcher is deadly no matter where your opponent is on this map. Just watch your ammo counter.*



*Use the flak cannon's secondary fire often to do in your enemy with one shot at a short distance.*



*You only have a few seconds worth of ammo, but if you use the minigun wisely, those few seconds are productive.*





### M O L T E N

Size: 6 to 10 players

1. Super Health
2. Double Damage
3. Adrenaline
4. Kill Zone
5. Rocket Launcher
6. Link Gun
7. Shock Rifle



Molten is among the larger Deathmatch maps, but because of its fluid design, it feels as small and cozy as some compact maps. The design essentially ties two large loops of cave corridor together at a critical junction.

In this junction a double damage power-up will spawn regularly. This item will give you a significant advantage over your competition, so make sure that you grab it often.

The fighting around this area is fierce. No matter where you stand, you have at least one—and usually more—blind sides to an enemy. The loops are for the most part flat, aside from a gradual rise up steps, and there are no platforms to contend with.

### Deathmatch Strategy

The corridors in Molten are so large and airy that it's almost like fighting outdoors. But your opponents can sneak up on you from behind in so many ways that you know you're indoors. Grab the gun you're most comfortable with, preferably one of the heavy weapons,

and start running one of the loops as soon as the double damage is taken.

Go all the way through a single loop (take your time and fight anyone you see). The double damage should respawn within seconds of your return. If you get it, take off for another loop. If you miss it, do the same thing and try again.

Once you get the schedule and timing down, you should be able to show up just in time for the double damage to spawn without risking your life amid the insanity of the junction point.

### Survival Strategy

In a one-on-one map, be patient and wait in the middle area, if you have enough ammo. If you see where your opponent goes, you know pretty much where your opponent's coming back. Each tunnel has only one entrance and exit. When your enemy returns, you're ready.

If your enemy tries this, use the shock rifle or locked-on rocket launcher to discourage loitering.

# deathmatch maps

## Team Deathmatch Strategy

If your team is aggressive and skilled, you can control the middle area. You need more than two teammates to do this, because you have to cover everyone's back at all times.

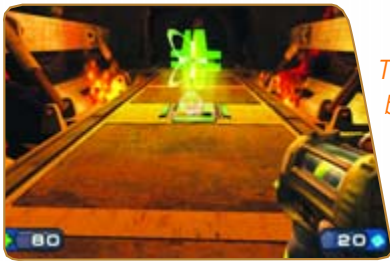
Watch especially for the double damage power-up. Give it to a teammate and then send that player into the enemy forces to score some quick points for your side.

## Single-Player Strategy

The bots in this map are determined to control the junction area. Use this to your advantage. Leave the middle, grab a weapon that you like and then start firing into the center from far away. They are so caught up in the battle with each other that they hardly return your fire.

Also, if you see a bot turn and run from you, pursue. It's your best chance to kill it without reprisal. Be sure you get the bot before it reaches the weapon or power-up it's running toward.

## Important Power-Ups



*The super health pack on this bridge is often a hard fought area. Control the rocket launcher and it can be yours.*



*The double damage power-up will be the most fought over item in this map. Time your patterns right, and it will always be yours.*



*Don't forget to grab all the adrenaline packs that you see. And don't forget to use your special abilities when you reach 100 adrenaline points.*



*There is also adrenaline to be found on a ledge just above the flooded area where you find the minigun.*

## Sniping Spot

The map has no lightning guns, and it hardly matters. Finesse won't get you very far in Molten.

### DIRTY TRICK

One evil way to camp on Molten is to set up shop right at the rocket launcher spawning point. From there, strafe side-to-side, loading up your rockets for a triple burst. If you fire just as you reach the opening of each side, you usually take out attackers before any can get close to you. Prepare to hear yourself called some nasty names.



## Kill Zone

The smell of death is thick in the junction of the two loops. There's hardly a time in this map when at least one projectile isn't flying across this area, and most often there are hundreds.

If you want to spend time in the middle of mayhem, this is the spot. You die a lot and kill a lot. All in all, a good day.



## Ideal Weapon

*Start firing a rocket launcher while still a long way off, and you sometimes pick off an unexpected target.*



*Think of the link gun as a defensive weapon, too. If you hit an enemy in the distance, your foe has a hard time targeting you.*



*Launch a few shock combos into the junction and watch the enemy pieces fly.*





1. Health
2. Middle Power-ups
3. Super Shield (Lowest Level)
4. Health Vials (Inside)
5. Sniping Point
6. Kill Zone
7. Rocket Launcher
8. Shock Rifle
9. Flak Cannon



Osiris 2 just about has it all: multi-level combat, intense combat, and one of the most dangerous kill zones in all of *Unreal Championship*.

This map can feel out of control with eight players, but you haven't lived until you've tried it with twice that number.

The key to Osiris 2 is choosing your battle area. It's nearly impossible to control the bloody middle area, so find another area that suits your playing style. It has long hallways for sniping, open areas for heavy weapons, and tight corridors for pursuit weapons. It's everything you'd ever want in a Deathmatch level.

### Deathmatch Strategy

Osiris 2 demands that you keep moving. Even the best areas of control are open to attack from many angles. Establish a pattern early that starts at the super shield pack spawning point and circles through the upper and lower half of the temple.

If you are braver and more skilled than your opponents, include a trip through the deadly middle courtyard. If your skills need honing, avoid this area until your shields are maxed out.

Health power-ups are relatively plentiful in this map, so choose wisely. Power-ups in a hotly contested area may cost you more health than you gain.

Weapons are always worth the effort, especially if you're able to grab a favorite. Don't get caught in this map empty-handed.

### Survival Strategy

In a one-on-one match, make your goal control of the center area and the super shield. Start a pattern as soon as you spawn that passes through both areas. A pattern that takes you on a full loop through the top, middle, and bottom parts will be timed almost perfectly to pick up the power-ups as they spawn.

Keep an eye out for your opponent. You have better shields, but they have plenty of health and weapons, too.

# deathmatch maps

## Team Deathmatch Strategy

In Team Deathmatch, one effective goal is to try to take control of the middle area. It has a rocket launcher and plentiful power-ups. If you have control, your enemies bring you even more weapons when they die.

It takes two, three, and maybe more teammates to dominate this area, but if you can pull it off, the rewards are great.

## Single-Player Strategy

Bots are at their best on a map like Osiris 2. If you play against enough of them, they're always on you. Get your running pattern established as quickly as possible and grab all the pick-ups before the bots get a chance.

If you feel you can take on a couple of enemy bots at once, visit the middle often. If the bots are near your skill level, hang to the outside until you are fully powered up.

## Important Power-Ups



*You often find a health near your spawning point. If you get hit right off the bat, make a U-turn and recharge.*



*Two health packs and a shield await you in the middle of the map—if you're brave enough to grab them.*



*The super shield pack is in the middle of the map, on the lowest level. You can camp nearby for a while, but don't stay too long.*



*There are eight health vials in a row. If you hit this spot at full health, your health rating boosts 40 points over your starting health.*

## Sniping Spot

If you know how to do the shield gun jump, you can leap to the sphinx-like statue over the main entrance door. Jump to the roof of the entrance, then to the base of the statue. Go behind the statue and regroup, if you like. When you return, you have a relatively safe and very clear shot at your enemies in the courtyard.



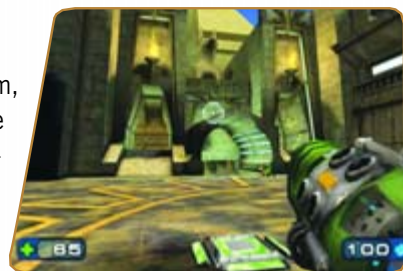
## DIRTY TRICK

*Set up camp with a rocket launcher or flak cannon in a corner facing one of this map's relatively few spawning points. Take out enemies as they respawn, before they even have a chance to grab a decent weapon. Watch your back. They'll be gunning for you the next time around.*

## Kill Zone

If you're into complete mayhem, the center courtyard is the place for you. It's packed with power-ups and holds the rocket launcher spawning point.

Also, the courtyard has openings from all directions, so enemies can stream in from anywhere including from above. It's perfect place to score quick kills.



## Ideal Weapon

*The rocket launcher is perfect for open-area fighting, indoor combat, and multi-level attacks.*

*It's an excellent weapon for both near and far combat, and the quick reload for the shock rifle's primary fire makes it even better.*



*In the pits of Osiris 2, the link gun stands out. Ditch it when you come upstairs.*







Vidona is set in a power station nestled at the bottom of an icy sea. The sharks swimming outside don't take part in the action, but they are symbolic of the danger. This cozy map is packed with every heavy weapon your heart could desire.

Unfortunately, you won't find many power-ups to keep you alive for long periods of time, so use your weapons well. If you can't match your opponents in close-combat shooting skills, you might want to look for another map.

### Deathmatch Strategy

Be a master at tight-quarters combat. Know how to use heavy weapons such as the flak cannon, bio rifle, and rocket launcher without hurting yourself. Be able to kill your opponents with one shot. Be able to do it in the blink of an eye.

Here's a quick reminder of what to do with the best weapons on the map.

- **Bio rifle:** Hold down the secondary trigger and fire whenever you see an enemy. Don't get too close to the blast.

- **Flak cannon:** Use the secondary trigger at medium distances. Wait until you almost touch your foe before nailing the primary trigger.
- **Shock rifle:** If you can pull off quick shock combos in this map, you are your enemies' nightmare.
- **Rocket launcher:** Fire multiple rockets and stay well clear of the blast.
- **Minigun:** Keep the secondary trigger pulled until your ammo runs out.

### Survival Strategy

The strategy for a Survival match is essentially the same as in regular Deathmatch. There is only shield pack and a few other important goodies to choose from, so your strategy should be to control the heavy weapons.

Make your running pattern cross all important weapon points, leaving your enemy without a useful weapon to challenge you with. If Weapon Stay is turned on, make sure you always have a useful heavy weapon and plenty of ammo.

# deathmatch maps

## Team Deathmatch Strategy

For the most part, Team Deathmatch in Vidona is two on two. Stick close to your teammate, but not so close that you can both be hit by a single blast.

If your opponents are not playing as a unit, you can easily take them out one at a time thanks to your superior firepower. If you play with more than two on a team, form units whenever you meet and try to outnumber their groups.

## Single-Player Strategy

Try to confuse the bots by going up and down levels often. Keep running and moving forward aggressively. If you stand still, even for a second, the bots make you pay.

## Important Power-Ups



*This is the only shield pack in the entire map. Make sure you are the one who gets it first.*



*At the top of the elevator near the shock rifle is this useful health pack.*



*When you grab the flak cannon and minigun from the catwalk, don't pass this easy pickup.*

## Sniping Spot

The level has no lightning guns, and you wouldn't have time to use them in the tight corridors of Vidona even if there were. If you are a sniper, the next best thing on this map is the shock rifle.

### DIRTY TRICK

Across from the platform overlooking the shock rifle spawning point, a small ledge runs around the wall. Grab the flak cannon and jump over to that ledge. Pick off enemies as they try to ride the elevator up. Move from corner to corner so people can't predict where you are. When they peek to see, rain flak down on them from above.



## Kill Zone

The entire lower area of Vidona is a major kill zone, but the death and destruction surrounding the rocket launcher spawning point is the most intense. Foes jump down to grab the weapon before realizing there are few ways out of this small pit.

Start firing your weapon before you even get there. Someone is likely to catch the bullets.



## Ideal Weapon

*If you charge up the secondary fire of the bio rifle, you can wipe out nearby enemies with a single, toxic blow.*



*Remember that you can bounce flak cannon shells off the ground. Sometimes you can take out opponents that way.*



*Learn to use the shock rifle's shock combo and use it often. You can take out enemies around corners if you do it right.*







PRIMA'S OFFICIAL STRATEGY GUIDE

# capture the flag strategy

# CAPTURE THE FLAG STRATEGY



Capture the Flag (CTF) is one of the oldest and most refined teamplay games in all first-person shooters. Like the children's game it's named after, CTF is simple in concept but complex in execution. If you don't use teamplay tactics and strategy, you're hard pressed to beat a team that does.

The goal is to advance on the enemy stronghold and take their flag while defending your own. Should your flag be taken, your team is powerless to capture the enemy's flag until your own is returned, so defend your flag with your life.

## The Five Keys to Greatness in CTF

### TAKE A POSITION

To win in Capture the Flag, you need established roles that don't leave your team open to counterattack or miss chances to press your opponent. Some may turn their noses up at defense, but you can't win without good players guarding your flag.

### 5 CTF POSITIONS

- **Striker:** This player grabs the flag, forgetting all else. Even if unsuccessful, the striker forces the other team to play defense.
- **Attack supporter:** When the striker makes a viable run for the flag, an attack supporter distracts and protects. As an opportunist, the supporter also picks up dropped or unguarded flags.

- **Midfielder:** Midfielders often determine the pace of the game. Players who can both move forward for attacks and back for defense are valuable.
- **Forward defender:** Shutting off the route to the flag is as important as stopping the flag runner. The forward defender leaves the flag for better choke points.
- **The goalie:** Guarding the flag is the goalie's tough responsibility. Hiding in multiple spots and using a good close-combat or pursuit weapon make the job easier.

### DEFEND EARLY

To keep the other team from scoring with your flag, don't let the other team have it.

Push your defense forward as far as safety allows. Target an attacker before he even approaches the flag.

### CONTROL THE MIDDLE

You score only by making a flag run, but the team that controls the middle often wins the match. Those who control the middle can watch over power-ups, giving their team members access to more weapons and forcing the enemy into a defensive mode.

Some maps are better suited to this strategy than others, but as a general rule try to get control of the middle of the map. Winning seems easy after that.

### COUNTERATTACK

Even in large-scale matches, the action has a distinct ebb and flow to the action. One team attacks; the other responds.

Press an attack immediately after stopping a strong attack on your own flag. If you do it quickly enough, you catch the other team before they have a chance to regroup. You may even sneak your way to the other team's flag.

### PRESS THE ACTION

Even if you don't think you can safely get the other team's flag home, make a run for it. If you can grab the flag, the other team knows it cannot send all its players forward to attack your base.

You ease the pressure on your own defense and keep the other team guessing at your strategy.



### CHROME

1. Flag
2. Rear Elevator
3. Shield (Lower Level)
4. Health
5. Sniping Point
6. Defensive Point
7. Kill Zone
8. Flak Cannon
9. Lightning Gun
10. Shock Rifle



Size: 4 on 4 players

Chrome is a tough little CTF map. It's bigger than it looks, but it's still packed with tight corners and dangerous meeting places. Both flags are in easily defensible positions, making flag runs difficult.

The map has two equal sides joined by two narrow tunnels. Although most focus on either attacking or defending, smart players quickly learn that controlling the middle means controlling the game.

### Offensive Strategy

The way to get the flags in Chrome is to run along a narrow catwalk that is often heavily guarded. You're easy to target as you run. There are, however, three separate ways to the flag. If you use all three quickly—sometimes faking one way, dropping back down and taking another—you confuse the enemy.

If the defense covers the flag closely, go to the back of the room and take the rearmost elevator. Defenders usually face the front of the flag room. If you're sneaky enough, they may not see you until it's too late.

To escape, jump directly to the elevator in front of the flag. If the enemy follows you, they're stuck on the ground and you're back on top. If your foes stay on the catwalk, you're on the ground in one more jump, and the catwalk blocks their shots.

### Defensive Strategy

Two defensive strategies stand out in Chrome. The first is basic: Guard the flag closely. Keep one team member on the same catwalk level as the flag to defend against on-rushers. Remember, however, that your opponents can use the elevator behind you to sneak up behind you.

Let other defenders watch the bottom of the platform and keep an eye on both doors. Remember to run up into the side channels to grab rocket launchers and flak cannons.

The other defensive strategy is to control the middle. This is risky, but contained areas such as these two corridors are rare in *Unreal Championship*.

You need at least one player guarding each channel from your own team's side. You can hit attackers as they turn the corner. You also can reload quickly.

# Capture the Flag Maps

## Teamplay Strategy

Know your roles. If all team members fully understand their roles at the outset, crucial areas are rarely open to attack. The defenders need to stay on defense, and the offense needs to keep pushing toward the enemy flag. If the offense gets a break, they can make a group run.

## Single-Player Strategy

Rapidly changing elevation gives the bots trouble. If you're having trouble getting the flag, go all the way to the back of the flag room, head up the elevator, grab the flag, and head home.

Go up elevators, jump off ledges, and do whatever else you can to break their field of vision. If you don't, they eat you alive in the tougher levels.

## Important Power-Ups



*Beneath each flag is a shield pack and several packs of adrenaline. Grab these on every flag run.*



*The health power-up saves your life again and again. If you time it right, you can jump from the flag platform all the way to the health power-up, and then head home.*

## Sniping Spot

Chrome isn't a huge map, but the lightning gun is still effective when used skillfully. The best sniping position is in the defensive position on the corner of the catwalk holding your own flag.



You're difficult to see from the floor, but you have a great view of oncoming attackers. If your attackers are aggressive, you rack up some satisfying kills.

## Defensive Position

Even if you aren't partial to sniping, standing up near the flag is the best defensive position on the map. Use the bio rifle and coat the paths to the flag with deadly green slime. But wait until someone is coming so you don't run out of ammo.

If the bio rifle isn't your cup of tea, run into the side rooms and pick up a flak cannon or rocket launcher.

## Kill Zone

Most conflict takes place at the entrance of the flag room. Grab a flak cannon and perch there, or better yet take your chances at the base of their flag room. Either way your kill count goes through the roof.



## Ideal Weapon

*A flak cannon is great for tight corridors and for protection during a solo flag run. Use its secondary fire to soften up the flag room up before entering.*



*Used right on defense, the lightning gun can be deadly. Keep a good backup weapon in case your foes get close.*



*Use the shock rifle's secondary fire and hit the plasma orb while it's still in the air. The resulting shock combo cleans out an entire area.*







Expect high flag scores when playing Citadel. It's among the best-looking levels in the game and also among the fastest-playing. The design is ultra simple: a flag in each citadel and not much space separating them. Three bridges span a deep chasm, the center of which leads to a hole in the back of the main tower.

Offense is the key to Citadel. No matter how good your defense, you can't stop the other team forever. The best overall strategy is to strike hard, strike often, and score more than your opponents. Snipers are the most effective means of defense, and even they are wide open to attack.

### Offensive Strategy

The best offensive strategy is the simplest: Rush and attack. The primary flag run should take you right up the middle (provided you've taken care of snipers) and around the back of the base.

You find a big hole on that side of the base. Drop into it, grab the flag, and—if you have more than 40 health—teleport to the top of your enemy's base. Then jump to the main bridge, pick up some

health vials, and run to safety.

The enemy quickly picks up on this pattern, so vary your attack from time to time by making a quick run from a side bridge. Try to escape that way from time to time, too, just to keep your opponent guessing.

### Defensive Strategy

Make sure your snipers cover the three bridges. If you're the sniper, don't focus too much on one bridge, don't forget there may be snipers across from you. Sniping requires rapt attention. If you do it right, your team has a major advantage.

Defense is difficult inside, because attackers drop in from the ceiling. Head to a side bridge and snare a minigun to help even the odds. Keep the flag runner away from the teleporter. He's forced to run down a side bridge and open himself to attack.

If you let an opponent get to the teleporter, your foe could kill your snipers, jump to the bridge, and run home free. That's not pretty.

# Capture the Flag Maps

## Teamplay Strategy

You don't need much offensive teamplay, because one-man runs are possible. But you need a couple of players on defense[EM]at least one a full-time sniper. If you have players to spare, put one base defense or assign as a second sniper from one of the secret sniper spots (see Sniping Spot).

## Single-Player Strategy

Master the loop. Start at the top of your citadel. Use the lightning gun to clear snipers atop the enemy citadel. Jump onto the middle bridge and pick up every health vial you can. Avoid enemy fire. Run to the back of the citadel, jump into the access hole, and grab the opposing flag.

Run immediately to the teleporter, jump off the roof onto the middle bridge, and zigzag back to the hole in the rear of your base. Return the flag, and hit the teleporter to start again.

## Important Power-Ups



*A super shield pack is on top of each base. Time your attack loop right and get them both.*



*Two health power-ups sit right next to each other inside each base. If you come back weak from an attacking run, stop for rejuvenation.*

## Sniping Spot

Most snipers are content to sit on top of the citadel, but if you want variety (and deadly crossfire), use your translocator to get on top of one of the many floating spiked balls.



It takes some practice and some trickery, but you can get to all of them, and they all make deadly surprises for the other team's snipers. Load up on ammo before you go. You won't find any extra lightning charges up there.

## Defensive Position

You won't be very safe, but the best defensive position on this map is between your flag and the teleporter. If you have a big enough gun, you at least force the attacker to take a side exit, where he's more open to attack.

## Kill Zone

The action is fast, so you get plenty of kills anywhere. The most deadly action takes place on the center bridge. You won't stay alive long, but if you have the rocket launcher most of the time, you score more kills than suffer deaths.



## Ideal Weapon

*Citadel is a sniper's playground. The downside is that you always need to watch for other snipers with lightning guns.*



*The minigun is the most useful defensive weapon near your base. Use it to keep marauders away from your teleporter.*



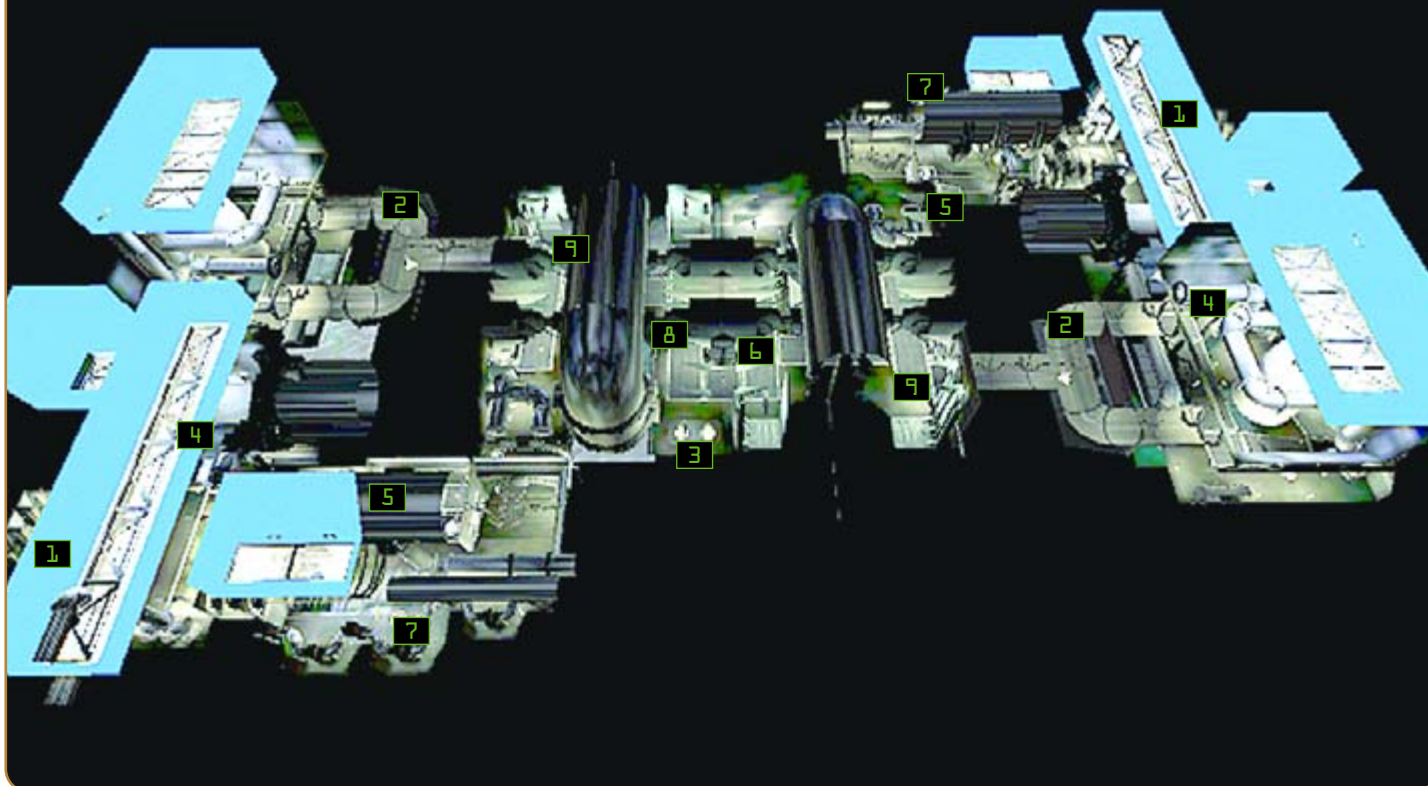
*The rocket launcher's secondary fire button sends three rockets of death down a bridge. Their targets have nowhere to run, nowhere to hide.*





### GEOTHERMAL

1. Flag
2. Double Damage
3. Health
4. Sniping Point
5. Defensive Point
6. Kill Zone
7. Flak Cannon
8. Rocket Launcher (Lower Level)
9. Lightning Gun (Catwalk)



Geothermal is among the most balanced offense/defense CTF maps. Offense-minded players enjoy it because the flag is in a relatively open area, making it difficult to guard in a one-on-one match. Defense-minded players enjoy the map because it has only two ways to get to the flag room.

Team communication is the most important element. Because of its deceptively small size, Geothermal invites a lot of attacking and counterattacking. Teams must communicate about who goes forward and who hangs back to stop a return rush.

### Offensive Strategy

Just because the flag room has only two entrances doesn't mean you can't be creative. Vary your attacks as much as possible; single defense positions can stop attacks easily from both areas. Keep your opponent guessing and you sneak through from time to time—or at least force your foe to fall back to a less-beneficial position.

The level is littered with valuable power-ups. Grab as many as possible in each run to stay at full health and strength. The best attack combination is the lightning gun and flak cannon. The gun takes out defenders camping in the distance, and the cannon is perfect while running with the flag.

### Defensive Strategy

This map is hard to defend with only one player on defense. It's a strong advantage to have two players hang back, each watching one entrance to the flag room. The opposing team is forced to attack in numbers, which lets your attackers take advantage of the situation the thin opposing defense.

The tube defender should also keep a close eye on the double damage power-up and grab it whenever it spawns. If the situation allows, communicate with your teammates and immediately make a run for the other flag.

# Capture the Flag Maps

## Teamplay Strategy

Set positions may not be the best strategy because counterattacking is so prevalent. At least one team of two should be on defense. Make sure that team is in close communication so its members have both doors covered well.

## Single-Player Strategy

A simple flag rush through the front door is effective if you do it correctly. Use the lightning gun to wipe out flag defenders at a distance, and use the flak cannon to take out whoever you may run into.

Or wait until your team member grabs a flag and tries to take it home. Quickly run to the enemy flag point. As soon as your team member scores or is killed, pick up the flag and use the flak cannon to fight your way back home.

## Important Power-Ups



*You can pick up a double damage power-up if you go through the pipes.*



*Two health power-ups sit next to each other in the middle of the room, right where you need them if a flag run starts badly.*

## Sniping Spot

The sniping isn't good on this map, but you can do a lot of damage with the lightning gun while standing atop the lower pipe in the opposite corner of the flag room. Use the translocator to get up there. You can shoot enemies in the back no matter which direction they come from. Move after a couple of kills. They'll expect you there.



## Defensive Position

To stop flag runs coming in the front door, stand on the platform with the health power-up near the flak cannon. You can hit opponents just as they turn the corner.



Guarding the tube entrance is a little riskier. Wait inside the tube and nail targets just entering the door. Switch sides often so your foes don't know where to expect you.

## Kill Zone

If you're willing to forgo the flag chase, you can pick up a ton of kills in the middle of the map. Most players consider this area a leg of the journey, and they aren't ready for an intense battle. The rocket launcher gets you many, many kills here.

## Ideal Weapons

*On offense and defense, the flak cannon is the weapon to beat in this map. They're easy to get, so always have one handy.*



*The rocket launcher is perfect for controlling the middle of the map. Use its secondary fire to take out an entire attack team.*

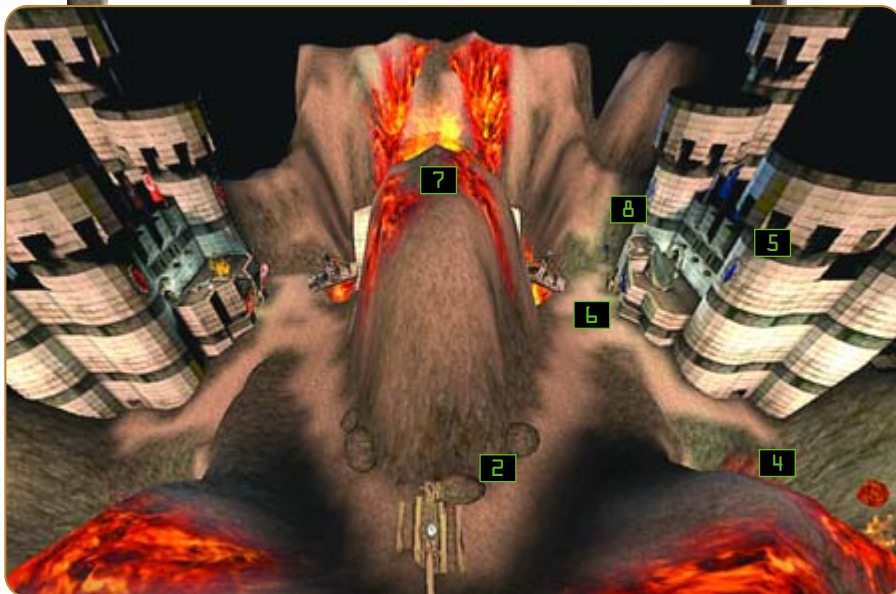


*Sniping isn't easy on this map, but being in the right spot on defense can make each shot deadly.*





### GRIM SMOTE



1. Flag
2. TAG Rifle
3. Shield
4. Double Damage
5. Sniping Point
6. Kill Zone
7. Flak Cannon
8. Lightning Gun
9. Rocket Launcher

size: 4 on 4 players



Grim Smote is a frightening and enjoyable Capture the Flag map for large player groups. The map features an active volcano between two massive castles. Each castle has multiple entrances and exits, making defense a challenge.

As if your opponents weren't deadly enough, you have to keep an eye on the sky. The volcano spews fiery balls of magma that really ruin your day if they hit you dead-on.

### Offensive Strategy

You must be aggressive to score in Grim Smote. Just getting to the castle can be difficult if your opponents have snipers in position. When you break into the fortress, you have no idea what kind of defenses might be hiding there. Unless a single approach works time and time again, vary your attack through the entrances.

Attack through the bottom side with a close-range weapon such as the flak cannon or bio rifle. You need it to survive in those tight quarters. Bring any weapon you like when you come in through the front door, but know how to use it. They're expecting you.

The third entrance is good for a quick hit-and-run attack. Use your translocator to reach the top of the enemy's castle, go through the narrow upstairs corridor, and drop down the spiral stairs. Go down the elevator, grab the flag, and then do it all in reverse.

If you're quick enough, you're difficult to stop.

### Defensive Strategy

Grim Smote offers good defensive possibilities but no surefire tactics for keeping the flag in your base. Too many entrances must be covered at once. Be prepared to chase down an opponent carrying your flag. They all have to exit your castle sometime, and you know where they're headed.

The best defense strategy is a two-tier plan. Make the first line a sniper (the lightning gun is on top of the castle's front door) who takes out enemies crossing the bridge or sneaking around the volcano. This practically shuts down all attacks.

A defender inside the base can guard the flag room, which contains a rocket launcher and a minigun. Load up on both and use them often. The rocket launcher is best for stopping the initial rush. The minigun helps you track an enemy who filched the flag.

## Teamplay Strategy

If the other team has a sniper in place, take it out. Send a team of two attackers, one through the middle of the volcano and one around the side. If the attack is well coordinated, the sniper has to choose one target while the other raids the base or takes him down from a distance.

## Single-Player Strategy

A single-player attack loop on this map help you score many flag captures. Go upstairs in your castle, grab the shield power-up in the narrow corridor, and translocate to the sniper gun. Jump off your roof and head to the side of the volcano. Grab the TAG rifle at the top of the path, attack any enemies in the distance with a sniping weapon, switch to your translocator, and move to the top of the enemy castle.

Inside, make a beeline through the narrow corridor, down the spiral stairs, and down again to the flag room floor.

If you grab the flag quickly, you can turn right around and zip out of the castle with minimal contact. Even if you do have contact, you've run across enough shields and health vial to help you survive almost anything. Repeat this as often as you like.

## Important Power-Ups



*On the outside path around the volcano, you'll find the TAG rifle. Use it to soften up the enemy defenses.*



*If you take the upper route to your opponent's base, don't miss this handy shield. You need it downstairs.*



*Double damage is next to the base—right where you need it if you're about to assault the enemy flag.*

## Sniping Spot

The lightning gun spawn point is the most effective sniping spot in this map, but another is downright nasty. Just behind the main sniper position are two darkened windows.

Use the teleporter to reach them, and you're almost impossible to detect.

This spot is particularly good for stopping attacks from around the side of the volcano.



## Defensive Position

Aside from the sniping positions, the strongest defense spot inside the flag room is any place hidden from enemy view as they enter the room.

You get a split-second of advantage. If you use the rocket launcher, that's all the advantage you need.



## Kill Zone

Brave and daring sorts find they rack up the kills by standing just outside the front of the enemy base. You need to be out of view of all entrances and snipers, but if you have a flak cannon you can clean house when someone exits their supposedly safe castle.

## Ideal Weapon

*The flak cannon is deadly powerful on offense and defense, but it's tough to get in Grim Smote.*



*If you're a good enough shot with the lightning gun, you can practically close off both paths through the volcano.*



*When someone enters the flag room, it's time to light up the rocket launcher and fire off a couple. That usually does the trick.*







1. Flag
2. Super Shield
3. TAG Rifle
4. Sniping Point
5. Defensive Point
6. Kill Zone
7. Lightning Gun
8. Link Gun

size: 6 on 6 players



Lava Giant 2 is the sequel to one of the most-played *Unreal Tournament* levels of all time. The map is huge, and at each end the flag is set in a heavily guarded base. Because of its open structure, the strategy used in Lava Giant 2 is much different from that of other maps. The middle ground is not the most dangerous place on the level, it's the approach to the flag and the long run back home.

This map is good for both offense- and defense-minded players. It's also simple to learn. Even those who get lost easily have little trouble finding their way around. You'll find a big Capture the Flag match in progress on this map any time you hook up to Xbox Live.

### Offensive Strategy

The key to offense is knowing how to approach the flag and how to escape with it. It's a long way between bases, and your enemy gets in a lot of shots.

The approach is easier than the escape, because you can use your translocator. Rapid translocating makes you difficult to hit, and if you time it right you move even faster.

On foot, go through the top corridors or the lower ones. The top ones are faster but expose you to snipers. If the other team has lightning gun aces, take the lower path. You can use your translocator to alternate between top and bottom, but be aware that your bright translocator glow may alert the other team to your location.

Escaping with the flag is difficult, but it can be done. Determine your escape route by who's defending. If defenders have regular weapons, take the top route and get home quickly. If they're snipers, make a run along one of the lower routes.

### Defensive Strategy

Accurate lightning guns make defense easier than offense on this map. Hunker into a sniper spot (the top spot in the base is best) and take out enemies as they emerge from the middle hill. Don't

# capture the flag maps

watch one door. Zoom out until you see an enemy. You still have plenty of time to zoom in and take out the foe you spotted.

Grab the link gun. It's the best weapon in the base for stopping an enemy who gets through your sniper defense.

If the opposition grabs your flag, don't panic. It's a long trip home. Stay on their tail and wear down their shields and health.

## Teamplay Strategy

Teamplay is critical because of Lava Giant 2's size. In addition to the typical teamwork defending and attacking, your team can do some devious maneuvering.

Example: Have one teammate translocate to the top of the middle hill with a lightning gun and a lot of ammo. On a signal, the sniper starts taking out the enemy's snipers and base defenders. This softens the fortress for a small team of attackers. It also provides cover for a quick escape. With the right timing, this is a devastating attack.

For about the same effect, try having the sniper jump down to the TAG rifle on the side of the middle hill and hit the enemy base with a massive attack just before a flag run.

## Single-Player Strategy

The bots are aggressive, making Lava Giant 2 perfect for testing your lightning gun skills. If you become adept at headshots, the others won't get near your base.

Attacking, however, is much, much harder. Use your teleporter often. When you get the flag, take unconventional routes back home or you're quickly nailed.

## Important Power-Ups



*The super shield pack is not only a great power-up, its spawn point is a great sniping spot. Perch here to provide cover fire for your team.*



*Leave your translocator at the top of the hill, jump down and get the TAG rifle, and then translocate back up. You're in perfect position to bomb the enemy base.*

## Sniping Spot

The top sniping bunker in each base is perfectly suited to defensive sniping. From here, you take out onrushing attackers and flag runners with relative ease. Keep an eye on both the top and bottom routes. If your opponents sneak by you here, they can sneak into your base from the back or sides.



## Defensive Position

Again, the best position on defense is the top sniping bunker. Keep a link gun in case your defenses are broken. With that gun as your backup and a lightning gun as your primary weapon, you can hunt down and kill anyone who gets the flag.

## Kill Zone

Camping on top of the middle hill with a lightning gun and a TAG rifle is a great way to rack up kills quickly. The TAG rifle spawns quickly, so after you use it at the top of the hill, you can probably go back and grab another one.



## Ideal Weapon

*Long, open areas make Lava Giant 2 a killing field for sharpshooters with lightning guns.*



*This link gun is your most useful backup weapon on defense. Always have it with you.*



*The translocator protects you from snipers and gets you into the deepest parts of the enemy base if you use it expertly.*





### MAUL

1. Flag
2. Health
3. Health
4. Sniping Point
5. Defensive Point
6. Kill Zone
7. Flak Cannon
8. Lightning Gun
9. Rocket Launcher



Maul, a small and gorgeous Capture the Flag map, is the site of some of the fiercest combat in *Unreal Championship*. Weapons are limited, keeping defense from being too strong. Offense has a field day.

You see many, many flag runs on this map. Scores are generally high in Maul. This is the place to tighten up your offensive skills.

Another interesting element about Maul is its high grass and rolling terrain. You find plenty of places to dodge and hide, but don't expect to hide very long. Your enemies spot you eventually, and you become the prey.

### Offensive Strategy

Maul requires constant attack. The short distance between the two bases means that your entire team can go on the attack, and still get back to take down a flag runner if the need arises. On this map, leave at most one member as goalie and put everyone else on offense.

Teamplay is usually best, but the single elevator entrance to the flag room makes single-player flag runs effective. Stagger runs and take shots at the flag one at a time. One member of your team inevitably makes it in and makes off with the flag.

Use both holes in the wall. If you get into a pattern of just using one, the other team shuts you down with one sharpshooter.

The best offensive weapon is the flak cannon. It's in front of your base, so you've no excuse for not being fully armed at all times.

### Defensive strategy

If you want to play defense, you have a couple of options. First, defend the flag room. This is easily done with the rocket launcher.

Start by looking out toward the gate. If someone gets past your lightning gun (it's on top of the base), turn and aim your rocket launcher down the short elevator shaft. Players rarely look straight up in this game, and you may end up with quite a few quick, easy kills.

The elevator rises quickly, however. If you're not careful, you hit the elevator pad when it's at floor level and blow yourself up.

# Capture the Flag Maps

## Teamplay Strategy

Teamplay in general is not as effective on this map as on some others. One effective strategy is to coordinate attacks to split the defense. Sending players through opposite holes in the wall at the same time is a simple way. A three-stage attack is a complex option. Simple is more effective on this hard-hitting map.

## Single-Player Strategy

The many terrain dips and rises let you give the bots fits with a loop of fast attack runs. Stick to the sides so you can pick up health packs and stay out of view.

Once you grab the flag, climb over hills or drop into ruts when you're fired on. Keep a flak cannon with you. It saves you when the bots come straight for you.

## Important Power-Ups



*Health packs are on the sides. It's safest to make your run along the sides, so pick one up on the way in and the way out.*



*The health pack you grabbed on the way in does not respawn fast enough to grab it again after a quick flag run. Leave from the opposite side to get a fresh health pack.*

## Sniping Spot

If you enjoy using your translocator, you'll find plenty of great sniping spots. Use this gun to translocate yourself on top of one of the many high rocks or metal tanks dotted across this map.



The best spot, however, is not all that glamorous. Just hide inside your own base and zoom your sights just to the point where they can spot both holes in the wall. Leave your translocator pod up near the lightning gun ammo and you can easily reload.

## Defensive Position

The best defensive spot in the game is inside your flag room with a rocket launcher or flak cannon. You get only a moment to take down your foe, so don't bother with weak weapons.



You can also play defense from on top either of the two big rocks in the area in front of your base. From these rocks, you can dominate one entrance and even snipe defenders in the enemy base. Be careful: They can snipe you, too.

## Kill Zone

Hide out on your side of the wall with the flak cannon and pick off attackers as they pass through the holes in the gate. They keep coming, and you keep racking up points.



## Ideal Weapon

*Use the flak cannon's primary fire when you're face to face. Launch the secondary fire weapon behind you to keep pursuers at bay.*



*From atop the base, zoom in just enough so you can still see both holes in the wall. Nail anyone who passes through them with the lightning gun.*

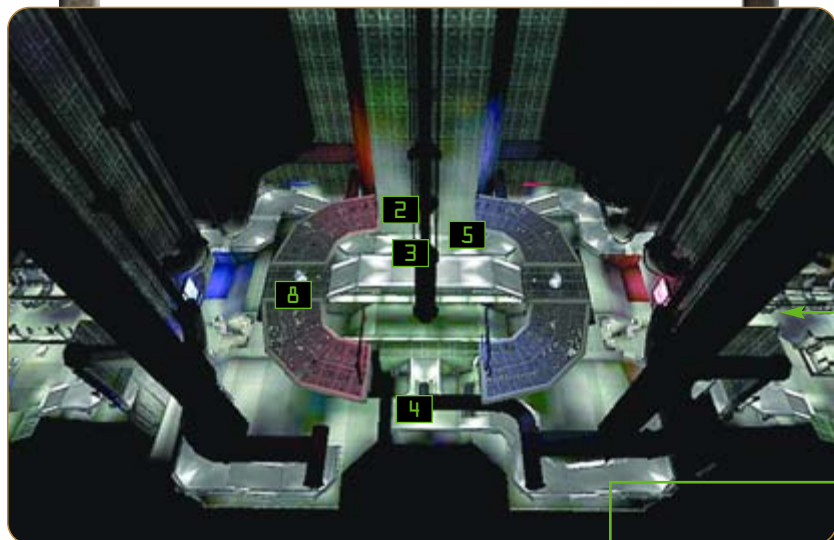


*Use the rocket launcher's secondary fire three-rocket burst to be sure that the flag marauder is fully taken care of.*

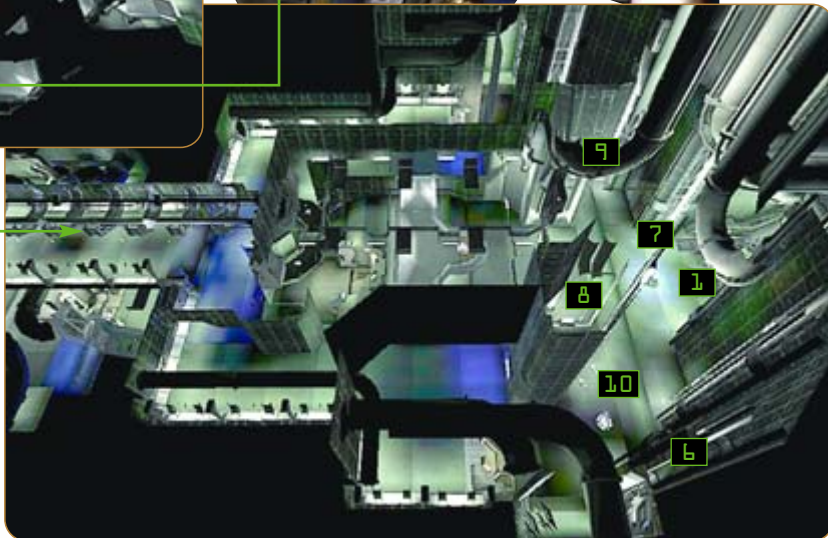




### ORBITAL 2



1. Flag
2. Double Damage (Top Level)
3. Super Shield (Middle Level)
4. Health (Lower Level)
5. Sniping Point
6. Defensive Point
7. Kill Zone
8. Rocket Launcher
9. Minigun
10. Link Gun



**Size: 4 on 4 players**

Orbital is a long, narrow map that seems daunting at first. When you're used to it, you appreciate the flow of the action.

The design is offense-oriented, but defense players have plenty of strategies, and plenty of weapons, power-ups, and other goodies to choose from.

Because of the map's length, most of the action follows an attack-counterattack pattern as teams spread out and bring defenders forward. Use this to your advantage and bring home a lot of flags.

### Offensive Strategy

The best offense in Orbital 2 is to move as fast as you can. When you're not near the flag, you should be heading full bore toward it. It's even okay to let opposing players run right by—they may leave a defense gap in their haste.

Attack from the middle (until you reach the flag room) because you find shield and health packs along the way.

Stop on the way to see if the double damage power-up is active. It's on a catwalk directly above the super shield spawning point. Use your translocator to grab it and the rocket launcher nearby, and create some havoc on your way to the enemy base.

After you grab the flag, take every elevator possible. Changing levels frequently makes you hard to track. Plus, the elevators' slow speed forces pursuers to wait until it resets. That may be all it takes to get you home.

### Defensive Strategy

Defense is difficult on this map. Expect to have the enemy at your gates often. Lay back in the flag room and wait until someone grabs the flag. Then you can hunt the flag runner down with a rocket launcher or minigun. Sometimes you only need to weaken them enough so that one of your frontline guys can finish the job.

A more aggressive defensive strategy is to control the middle room, making your defensive stand there instead of back with the flag. An advantage is that you can control both the double damage and the super shield and the majority of the map.

# Capture the Flag Maps

## Teamplay Strategy

Team members must communicate on this spread-out map. A defender who sees an enemy taking off with the flag can yell ahead to the others to stop him. Flag runners likewise need the support and backup of their teammates on the homeward run. If the cavalry doesn't ride in to save the day, unprotected flag runners are as good as dead.

## Single-Player Strategy

Keep the bots busy by heading up and down elevators and jumping on and off platforms. Stick to the sides at the end of your flag run. If the flag is gone, hide in the shadows of the enemy base and wait until it respawns.

## Important Power-Ups



*You can reach the double damage using your translocator or simply by double jumping if you're playing as an Automaton.*



*Always make your incoming flag runs go through the super shield point. It pays off.*



*Three health packs in a row! You rarely find this many together in one place.*

## Sniping Spot

Orbital 2 hasn't many many sniping points, but if you're good with a lightning gun on the run, you're set here. The long corridors and open areas give you a constantly target-rich environment.



One sniping spot stands out: up on the catwalk next to the double damage icon. You can rain fire from above.

## Defensive Position

This exciting map doesn't lend itself to failsafe defensive strategies. Hide behind a wall close enough to see the flag. Chances are two out of three that an attacker comes in a direction that leaves him open to an attack from the rear. When he does, make him pay quickly. More attacks are certainly coming.



Or hide in a slot above the two elevators in your flag room, and use the lightning gun to nail enemies as they hit the flag.

## Kill Zone

This map is too stretched out to have a standout kill zone. Rack up points by staying back on defense. If the opponent is even mildly aggressive, you see waves of attackers. Fight them off and your score soars. Let them carry a flag for a while before killing them, adding more points to your overall score.

## Ideal Weapon

*Powerful and deadly in long narrow corridors, the rocket launcher is even more deadly with the double damage power-up.*



*The minigun is a defender's best friend on this map. Its secondary fire chews through an enemy in seconds.*



*The link gun is a great pursuit weapon and a great offensive weapon if you need it on a counterattack run.*





### LOST FAITH



Lost Faith is a capture the flag map that will have you running in circles. Once you have your bearings, however, you'll easily navigate this map and pop in on your opponent's flag. If you don't feel like making flag runs, camp out near the narrow bridge that connects the two sides to pick up easy kills and the occasional dropped flag. There is a wide variety of weapons, and plenty of opportunities to use them, because there's an enemy around almost every corner. Keep your wits about you and you'll do fine.

### Offensive Strategy

The key to offense in Lost Faith is to learn the other team's defense and exploit it. Each flag has six separate pathways that lead directly to it. If the defense isn't smart they'll start setting up in the same place over and over. Once you know where they'll be, start taking a path that brings you behind them for an easy shot. If you don't know where enemy defense is setting up, take the route on either of the far sides of your enemy's base. This path

dumps you out on the level above the flag, which gives you a clear view of the entire flag room. From here you can take out defenders and know how many enemies will be chasing you on the way out.

### Defensive Strategy

Playing defense in your flag room is an uphill battle because the opposing offense has six entrance points to your flag room, and it's difficult to guard them all at once. Get into a good position on the upper level behind the flag and wait until an enemy grabs your flag and pursue. Killing an enemy in pursuit is easier than stopping a flag run before it starts at the back of your base in Lost Faith. You can also push your defense forward toward the middle of the map. Because there is only one crossing point between the two sides, you only have one area to defend. Plus, if someone gets by you you'll respawn in your base where you can quickly guard your flag against the same opponent who just passed you.

# Capture the Flag Maps

## Teamplay Strategy

The smartest teamplay strategy in Lost Faith is to control the middle of the map. It may take several of your players to do it correctly, but if you have a sniper watching the bridge and another player with a heavy weapon, you will be able to hold that area (and the Super Shield) for long periods of time. And if you hold the middle, you control this map with an iron fist.

## Single-Player Strategy

You can ring up quick flag runs against the bots if you stick to the outside paths toward the other team's flag. The best time to counterattack is when the bots group up and make an attack on your flag. Let them pass and make a run for the flag. Your teammates should be able to take down a couple of the enemy attackers, and even if one gets through you'll be able to take him out on the way back. Also be sure to grab the Super Shield on your way...the bots sometimes pass by it.

## Important Power-Ups



*If you miss the pad holding the Super Shield, you'll be sucked down the falls. To be safe make sure your translocator is ready before you make the leap so you can save yourself if you fall.*



*Behind each flag point is a Shield spawning point. Make sure that you grab this whenever it's available on defense or while you're making a run into the other room.*



*There are plenty of Health packs strewn about Lost Faith, but make sure you don't pass the ones on the outside path to the flags.*

## Sniping Spot

The best sniping spot in Lost Faith is conveniently located right next to the lightning gun spawning point below the waterfall. If your team starts on the side closest to the lightning gun, you just need to wait at that point. If you started on the other side, grab the gun and charges



and quickly jump back to the other side of the waterfall to the shock rifle spawning point. From these positions, you can keep a close eye on the enemy as they exit their base and try to cross the bridge.

## Defensive Position

Stay on the upper level in the back of your flag room and you'll have a good view of at least four of the entrance points to your flag. Make sure to have your back against the wall beside one of the top entrances so that you can't be surprised from the back. You won't be able to stop everyone, but you'll have a great chance of surprising the attackers or chasing them quickly once they grab the flag.



## Kill Zone

If you're just trying to score kills, make yourself home in the middle of the map. Every attacker will have to pass through this area eventually, and you'll get a crack at them. Keep strong control of the Super Shield area and you'll have an advantage over anyone who tries to get past you.



## Ideal Weapon

*The rocket launcher is exceptionally effective in the large cave corridors of Lost Faith.*



*Camp out with an eye on the connecting bridge and your enemies will conveniently line up in the sights of your lightning gun.*



*The flak cannon is great for surprise encounters around corners. Use the secondary fire for distances.*





# combining tactical strategy

# BOMBING RUN STRATEGY



In Bombing Run, you and your teammates seek to storm the enemy's fortress and drop a bomb in their goal. If you carry the bomb in, you score 7 points. If you shoot it in, you score 3.

Do whatever it takes to get the ball through the goal portal. Fight enemies, throw passes, and run interceptions—and don't forget to defend your own goal portal—as your team claws its way to victory.

## The 10 Keys to Bombing Run Success

### TIP #1: GET POSSESSION FIRST

A mad rush to the bomb spawning point follows every score. Get the bomb first to establish an early advantage in field position.

### TIP #2: PLAY IT FORWARD

When you have possession, push the bomb forward. Even if you are nowhere near the goal, shoot the bomb forward if you are about to die.

### TIP #3: CONTROL THE MIDDLE

Take control of the middle of the map. Assign one teammate to dominate the crucial middle area to give your team access to the other base while keeping your foe away from your front door.

### TIP #4: COMMUNICATE

It's critical—and difficult—to know where the bomb carrier is. If you see the bomb, tell your teammates.

### TIP #5: PASS THE BOMB

Not only can you pass the bomb to a teammate, if you're being attacked and feel the need to fight back, throw the ball at your enemy. When he catches it, he'll switch to his bomb launcher and be unable to defend himself until he throws the bomb away too.

### TIP #6: LAUNCH A BLIND PASS

Shoot the bomb forward to a predetermined point where a teammate is hiding.

### TIP #7: ZIGZAG TO HEALTH

The bomb replenishes your health. If the enemy trails you at a distance, run in a serpentine pattern to take full advantage of its restorative power.

### TIP #8: ATTACK AS A TEAM

A solo attack is risky and often suicidal. Break through tough defenses with a wingman or two.

### TIP #9: PICK YOUR SHOTS

Going for a slam dunk gets the most points, but sometimes shooting the bomb through is more efficient. Three points is better than zero.

### TIP #10: USE A GOALIE

The easiest defense is a player who stands between the enemy and your goal. A goalie with even moderate skills that force the other team to attack only in numbers.





Adrift is a great map for frenzied battles between small teams. Its compact size means the action is focused and intense. Here, more than on any other Bombing Run map, the game breaks into two distinct segments—getting the bomb and getting it to the goal.

Getting the bomb from the top bridge is a scramble. One key is to ignore the path marked with flares. Cut tightly around the back of your base or use your translocator to shoot over the top.

Skill with the translocator can get you to the bridge from the door of your base: Fire toward the bomb spawn point, and fire again in mid-air. If you do it quickly enough, you teleport all the way to the bridge. If you're too slow, you fall to your death.

### Offensive Strategy

Get the bomb first and then press your advantage. One smart maneuver: Grab the bomb from the top bridge and leap to the lower bridge.

Done right, this puts you right at your enemy's front door while they're spread out trying to grab the bomb. It's an easy rush to their goal.

The best path into the base is usually the front door. The back door has a few too many twists and turns for a successful run. Use the front entrance, and don't mess around. Cut corners as tightly as possible, and avoid giving your enemy clean shots.

### Defensive Strategy

The enemy base is close, making defense difficult. Hunker down with the flak cannon and pick off attackers as they enter the goal room.

Or be aggressive and push into the corridor that leads to the lower bridge, where you can surprise and obliterate attackers with the flak cannon. You leave your goal open for a rear attack, however.

# BOOMBING RUN TIPS

## Teamplay Strategy

Adrift is built for small teams, but a team that really works together beats a loosely knit group every time.

One smart strategy is a soccer approach with a striker, a midfielder, and a goalie. The midfielder goes with the flow, assisting whoever needs help. If a striker is making for the goal, the midfielder attacks. If the enemy has the bomb, the midfielder plays defense.

Communications make or break your gameplay strategy. If your team talks well together, the midfielder is like having an extra player.

## Single-Player Strategy

Fake out the bots by getting to the bomb quickly, dropping to the second bridge, and then running it in while they're spread out. Be aware that bots are ferocious on defense. Drop the bomb, get a big gun and clear out the bots, then return for the bomb and your eventual goal.

## Important Power-Ups



*Adrift hasn't many power-ups, but a handy health power-up appears right where you need it—in the corridor just ahead of the goal.*



*This handy ammo dump fills up just about any weapon.*

## Sniping Spot

Sniping is not very effective in this level. If you set up overlooking both bridges, however, picking off enemies will be like shooting fish in a barrel.



## Defensive Position

This is an offense-friendly map, but it has a few good defensive positions. The best is facing the lower door in the goal room. You have a clear view of anyone trying to score through the regular route, and also can stop anyone trying to sneak in through the back.

Don't hide on defense. This map is too small. Before you kill the attacker, he's safe at your goal.



## Kill Zone

Kill-seekers can set up shop at the health power-up in your base next to the lower bridge. All the action centers on that lower bridge as the two teams try to shove the bomb through each other's front doors. With the flak cannon, you ring up points quickly.

## Ideal Weapon

*The flak cannon is the best defensive weapon in this small map. It's also great for clearing a path for a bomb-carrying teammate.*



*If the enemy is numerous, use the rocket launcher to fire a couple rockets ahead of you as you run. When your foes turn the corner, they won't know what hit them.*



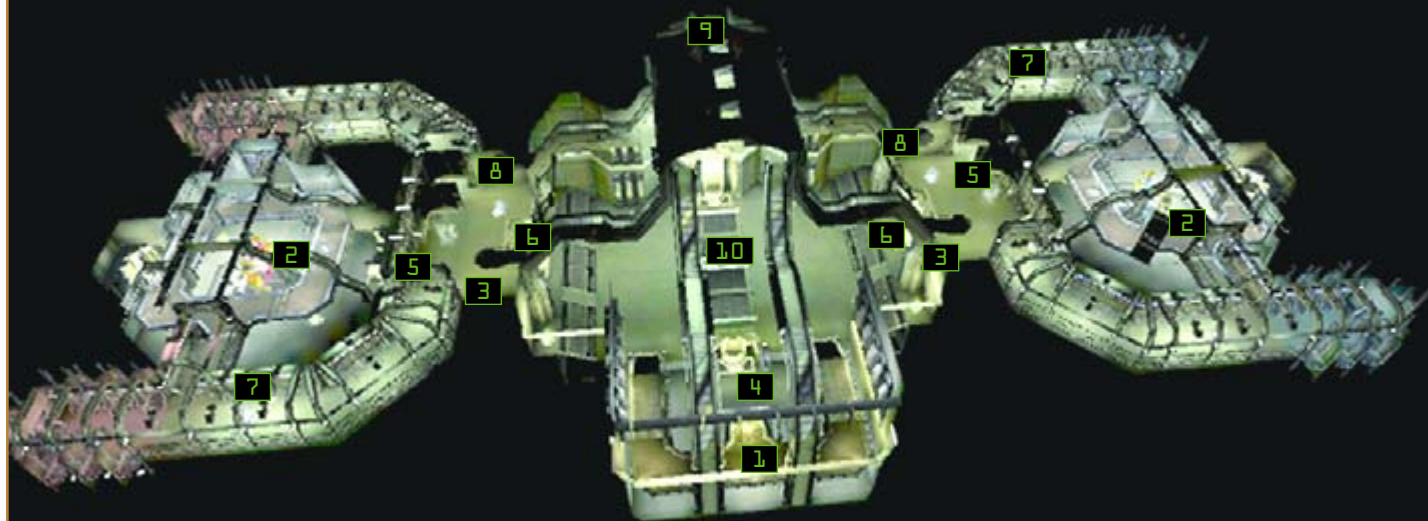
*Pick off enemies with a lightning gun as they make a mad dash across the lower bridge.*





### DISCLOSURE

1. Bomb Spawning Point
2. Goal
3. Double Sniper Ammo
4. Shields
5. Defensive Point
6. Sniping Point
7. Minigun
8. Lightning Gun
9. Rocket Launcher
10. Kill zone



size: 4 on 4 players

If you love surprises, this is the map for you. You're certain to encounter unexpected enemies around almost every corner. The map has an open area in the middle, however, where you can settle down and get control of the action.

### Offensive strategy

As on most Bombing Run maps, speed is the key to Disclosure. Get the bomb first to put the pressure on the opposing defense.

When you spawn, you start in a small resting area. The quickest way to the middle is to simply run straight ahead. If you take the first turn, you'll be in a defensive position, but if you pass it up, you'll end up right at the sniper platform with a quick shot over to the bomb spawning point. Get there as quickly as you can.

The goal is oriented horizontally, so your best bet is to jump into it from above. You can also shoot the bomb off the ceiling, down through the goal, but this gives you fewer points so only use it when jumping through is not an easy option.

### Defensive Strategy

Disclosure is a tough map for defenders. However, the two sniper platforms in the center have lightning guns and plenty of ammo. If you are an ace shot from this position (or if you have help) you can control the middle area from this vantage point. If you can hold this area, your team is in good position to win.

Because there are two wide openings to the goal, the best plan for defenders is to push up to the sniper point and kill the enemy when they reach that point. From here, you only have to guard one entrance. Just watch out for enemy snipers. They'll be watching out for you.

# Bombing Run Tips

## Teamplay Strategy

You need strong teamwork on both offense and defense in this map. On offense, you need team members to rush the enemy goal and take out defenders. On defense, you need support in case large groups attack.

One particularly wicked strategy is the double sniper technique. If you have basic control of the middle area, send a second sniper over to the side of the area opposite the bomb spawning point. From here, you will be able to take down most attackers in a deadly sniper crossfire.

## Single-Player Strategy

Use your lightning gun to take down the enemy quickly as they exit the base. If you aim just a bit over their heads, you'll be able to kill many of them with a single head shot. Send your teammates on the attack while you clear their way.

## Important Power-Ups



*Don't grab the bomb without grabbing this shield pack below it.*



*You rarely find this much sniper ammo this close together. Camp here and have fun.*

## Sniping Spot

The two platforms in the center area are useful sniping spots, even though they are not well protected from other snipers.



## Defensive Position

The best defensive position in this map is simply standing behind the lighting gun spawning point, out of the sights of opposition snipers. From here, you will have a crack at every attack run and you'll have enough time to stop your prey before they even see the goal. If you have two defenders, you can each drop back to one of the side corridors and defend from there.



## Kill Zone

The other team will hate you, but if you want to score quick, cheap kills and debilitate the enemy at the same time, fight your way to their spawn point. Because everyone spawns in one of two places, you can wipe out the enemy over and over until someone else tracks you down. Use the flak cannon.

## Ideal Weapon

*Given this map's multitude of tight corners, nothing beats the instant short-range kill power of the flak cannon.*



*Use the lightning gun cleverly in the center area, and you become a legend for the kills you rack up.*



*Use the minigun's secondary fire button in tight quarters to clear your way and kill your foes.*





1. Bomb Spawning Point
2. Goal (Inside Base)
3. Health
4. Shield (Inside Base)
5. Super Shield (On Top of Base)
6. TAG Rifle
7. Sniper Bunker (Inside Base)
8. Defensive Point (Inside Base)
9. Kill Zone
10. Link Gun

### ENDAGRA



Endagra, a large Bombing Run map, requires a different strategy. Break your team into offensive and defensive units. If you are caught off guard with your entire team on offense, the other team can counterattack with brutal efficiency.

Another unique feature is the long run to the other team's base. Getting your bomb from one base to the other is a perilous journey for a single player—no other reason teamwork is vital.

Another interesting element is the TAG rifle located on the backside of the map. This weapon is extremely useful on a large, open map like this and it can turn the tide in a tight game if you control it well.

### Offensive Strategy

In Endagra, speed is not as important as teamwork. Only one main path leads into your enemy's base, so use as many offensive tactics as possible.

Always travel with at least another team member. You might occasionally score by your lonesome, but your odds go way up with someone covering your back.

One smart offensive strategy is to pass the bomb back and forth between two players. If both players are skilled shooters and good communicators, you will be able to frustrate and annoy the enemy. Stay on opposite sides of ridges and valleys so that at least one of you is blocked from enemy view as often as possible.

If you make it into the base alone, make yourself an elusive target. Alternate your path, going the long way around the interior if necessary. If you need to, pick up health and shield power-ups.

With luck, the other team is spread out on this massive map and misses you altogether. If you hear a flak cannon, shoot at the goal, even from a distance. No sense wasting the run.

### Defensive Strategy

If you love defense, you'll love Endagra. By the time your enemies reach your base, they're usually injured and low on ammo. All you have to do is finish them off. Find some high ground and rain fire on them.

Your goal room has a flak cannon. Grab it if you're covering the base. It shuts down opponents indoors quickly, and ammo

# Bombing Run Tips

abounds. Guard the health and shield power-ups, too. You don't want a charged-up attacker making a run for the goal.

Your base has a sniper bunker, which we'll discuss in the Sniping Spot section.

## Teamplay Strategy

Attack with at least two people, because the map favors the defense. An effective gameplay strategy on this map is to work together with a sniper. If he is well positioned, he can cover you as you get the bomb.

When you pick up the bomb, either shoot it your sniping teammate to run in or wait for other teammates to come alongside. Cover fire is crucial, because an aggressive enemy will not give you time to regroup.

## Single-Player Strategy

The bots are brutal in the open ground. Head to the sides of the map and use the terrain to your advantage, blocking their view and—more important—their fire.

A useful trick for single players is to sprint out to the bomb first, and then, as you run to the enemy base (with bots in hot pursuit), pick up the adrenaline pack. With these power-ups, you can call on special abilities while you dodge their fire. If you're lucky, you can kick in Agility or Invisibility, greatly enhancing the odds for success.

## Important Power-Ups



*The health pack in the center of the map is a must-stop location. Just remember that this is a highly dangerous area.*



*Before you leave your base for a bomb run, check to see if the shield has spawned. If it has, get it. You certainly need it.*



*On top of both bases are the super shield and a bunch of ammo. Both are essential.*

## Sniping Spot

Endagra contains one of the game's best sniper roosts. Each base has a teleporter near the shield spawning point that takes you directly to an armored sniper bunker. Inside the bunker is a lightning gun and two charge packs.



You also have a clear view of the deadly middle ground. If you shoot skillfully, you put most of the map under your control and give your teammates a huge advantage as they cooperate to bring the bomb to the other team's goal.

## Defensive Position

Aside from the awesome sniper bunker, one defensive position stands out. Directly across from the opening into your base is a raised platform that you can reach using your translocator.



From this perch, you can spot an enemy entering the room, jump down behind him, and finish him off before he gets close to your goal.

Turn around and you'll see a little slot that lets you to look into the goal room. Get as close as you can to the slot, shoot your translocator through, and you can load up the valuable flak cannon.

## Kill Zone

The middle area of this map, near the health power-up, is by far the most dangerous area of the map. If you just want kills, jump into the sniper bunker and clean house, or grab a rocket launcher and make the middle area your private killing field.

## Ideal Weapons

*On a wide-open map like Endagra, the link gun is invaluable for stopping bomb runs at a distance or close up.*



*From the back of the map, you cause infinite havoc with the rare TAG rifle.*



*In the well-fortified sniper bunkers, the lightning gun is frighteningly effective.*







Eye of Jahan is among the most straightforward Bombing Run maps. With its wide-open outdoors environment and easy-to-navigate base, this level emphasizes brute force and speed. The team that works together most effectively to conquer the open terrain easily wins the match.

### Offensive Strategy

Speed is the key to offense on Eye of Jahan. Get the bomb first. A bomb carrier zigzagging across ridges toward the enemy base is very difficult to stop.

You can also bypass the front entrance of your enemies' fortress and head directly to the base of the pyramid. When you get close enough, you'll see two holes through which you can drop down into the goal room. Jump into one of these holes and immediately move toward the back of the room. From here you can try to shoot a goal or make a run for it yourself. Use the element of surprise. Also, remember that if a player walks out of bounds they will be sucked up into the storm. This is a very embarrassing way to die.

### Defensive Strategy

The main defensive objective in this map is to keep the enemy out of your base. You have to guard two spots. The first is easy: the main entrance. Hide behind a corner. You can usually stop an incoming enemy.

The second critical defense spot involves the holes at the base of the pyramid. Keep the enemy from getting near these entrances. A bomb carrier who drops through one of these holes is right on top of your goal.

# Botting Run Tips

## Teamplay Strategy

Passing the ball is essential to victory, and the many ridges and valleys lend themselves to passing tricks. One strategy is for each team member to cover a valley, passing the bomb back and forth as trouble nears.

Another is to have a player wait as a sniper behind the entrance of the enemy base. When you get the bomb in the dangerous middle area, launch it to your sniping teammate, who has nearly clear sailing to the hidden entrances at the base of the pyramid.

## Single-Player Strategy

When playing against bots, avoid the main entrance and stay out of the center of the map. Stick to the sides and make a mad dash for the base of the pyramid. You'll frustrate your computer-controlled foe.

Use the undulating terrain to your advantage. Keep yourself out of the enemy bots' line of sight. At higher levels, they can hit just about anything they can see.

## Important Power-Ups



*The super shield pack is found on the top of the bomb base. Get this first if you have a free run to the bomb.*



*On the other side of the map is the handy double damage power-up—extremely helpful for picking up easy kills in the center of the map.*

## Sniping Spot

Behind both base's entrances is a lightning gun and 20 lightning charges. With it, even mildly patient players rack up unimaginable numbers of kills. Target the bomb and the



enemy door. If you feel particularly evil, set up camp directly behind the enemy's base entrance and you can even snag some back kills.

## Defensive Position

Of two great spots for defense, the first is inside your base. Defend the first open area of your base, before your enemy can even see your goal.



The second, if you like being a little sneaky, is on the platform. Use your translocator gun to get there, with help from the statue. Your enemies will think they're free and clear, moments before you rain fire on their heads.

## Kill Zone

Aside from camping in the sniping spot, the best way to get easy kills is to grab a heavy weapon and go to the middle of the map. The bloodiest combat takes place here, and you're in the center of it all. You may die a lot, but you get plenty of cheap frags.

## Deal Weapon

*This map was built for snipers. If you don't mind being a support player, you can turn the tide of a game with a lightning gun and some eagle-eye targeting.*



*The link gun is efficient for taking down enemy bomb carriers in open ground. Use the secondary fire to finish them off at close range.*



*The flak cannon is perfect for the deadly middle ground. Use its secondary fire to rain flak in the valleys from atop a ridge.*





1. Bomb Spawning Point
2. Goal
3. Goal
4. Shortcut
5. Super Shield
6. Shield
7. Health Vials
8. Sniping Point
9. Defensive Point
10. Kill Zone
11. Rocket Launcher
12. Minigun
13. TAG Rifle

### KALENDRA



At first glance, Kalendra seems much larger than it actually is. Its outdoor environment and design are complex, making it easy to feel lost. You get comfortable soon enough.

The action in Kalendra is intense. Its many tight corners and narrow passageways lead to more than a few surprise confrontations, and it's cloaked in thick fog.

Stay above the fray with skilled translocator use if you wish, but the real battle is on the ground. Players who can switch quickly between big weapons and translocators have a leg up on the competition.

Another interesting element of this map is that both goals are in the open. The offense faces a long attack run, and the defense a daunting challenge.

### Offensive Strategy

Kalendra has more than its fair share of shield power-ups strewn across the landscape. That's advantageous for attackers. If you carry the bomb, don't worry about taking the quickest route to the goal. Divert to a shield pack so you can take a few extra hits on the long run to the enemy goal.

The most difficult part of a bomb run is the final stretch across a long open area. Enemy defense inevitably gets a couple of shots off

at you, so do your best to dodge their shots. Zigzag left and right, even throw in a couple of jumps.

Your health increases quickly while you carry the bomb, so you just need to dodge direct shots and multiple shots. Efficient dodgers are hard to stop.

You can soften up the defense with an ion blast, but be sure to run right through the carnage. Your foes respawn quickly.

### Defensive Strategy

At first glance, Kalendra looks perfect for defenders. When the match starts, you soon realize the challenges you face. Sniper defense is difficult because the fog impairs visibility. Other defensive weapons are less effective because the spacious environment gives attackers plenty of room to run and dodge.

If you're aggressive, you can cause serious problems for your enemy. Push your defense forward, toward the narrow opening of the bomb area. From there, hit attackers early, before they reach the open area.

On this map, a good offense is the best defense. If your team controls the bomb, the other team can't challenge your goal. This is a map made for risk-taking.

# Bombing Run Tips

## Teamplay Strategy

Because of the complexity of Kalendra, single-player bomb runs are very possible. The team focus should be on controlling the middle section of the map and pushing the enemy back into its base.

Move everyone to the middle and communicate diligently, so that each teammate knows where the bomb is. When one player gets the bomb and takes it forward, the others can lay back and stop any counterattack in the middle before responding with a counter-attack of their own.

Try to control the shield packs. Divvy up the shield spawning areas among players. Each player picks up the assigned shield each time it reappears. If your team controls all three, you have a distinct advantage over an unshielded foe.

## Single-Player Strategy

The bots love a tight, intense battleground. But they hate trying to hit an erratic bomb carrier. It will be difficult to get the bomb, but once it's yours, do everything possible to get to the open enemy goal area (first picking up a shield if you can).

If you make it this far, start swerving, jumping, and dodging to frustrate the bots. Done right, it's an all-but-certain score.

## Important Power-Ups



*The super shield pack is an essential stop during the game. Although it is slightly out of the way, this should be in your personal area of control.*



*A shield power-up area like this is on both sides of the map. Keep control of yours and try to get control of the other.*



*Don't miss the health vials as you run by. They are more important than you might think.*

## Sniping Spot

The thick fog in Kalendra limits the effectiveness of long-range sniping, but the wide-open area around each goal provides plenty of short-range sniping possibilities.



Two good sniping spots come to mind. The first is simple. Just stand near your goal and target anyone who runs toward you. If you're a good shot, you needn't even zoom in—the fog precludes that, anyway.

The other spot is on one of the many platforms close to the shortcut door to the middle of the map. From this perch, you can see enemies as they go through the door or run around the corner. Either way, you get a couple of easy sniper shots.

## Defensive Position

Push your back line forward in Kalendra. The best place to station defenders is on the arch near the shortcut door to the middle area. From here you can see anyone trying to make a bombing run in plenty of time to stop them.



## Kill Zone

Kalendra is full of dangerous kill zones. The deadliest is the junction of two corridors leading directly to the bomb spawning point. Both teams feed to this area, resulting in many surprise encounters. If you're patient with the minigun, you have kills to spare.

## Ideal Weapon

*Whether at close range or at a distance, the rocket launcher is the most feared weapon in Kalendra.*



*Alternate between the primary fire for distance and the secondary fire for close-up, and the minigun cleans up the enemy.*



*The TAG rifle is near the searchlights where the bomb spawns. Grab it when you can.*

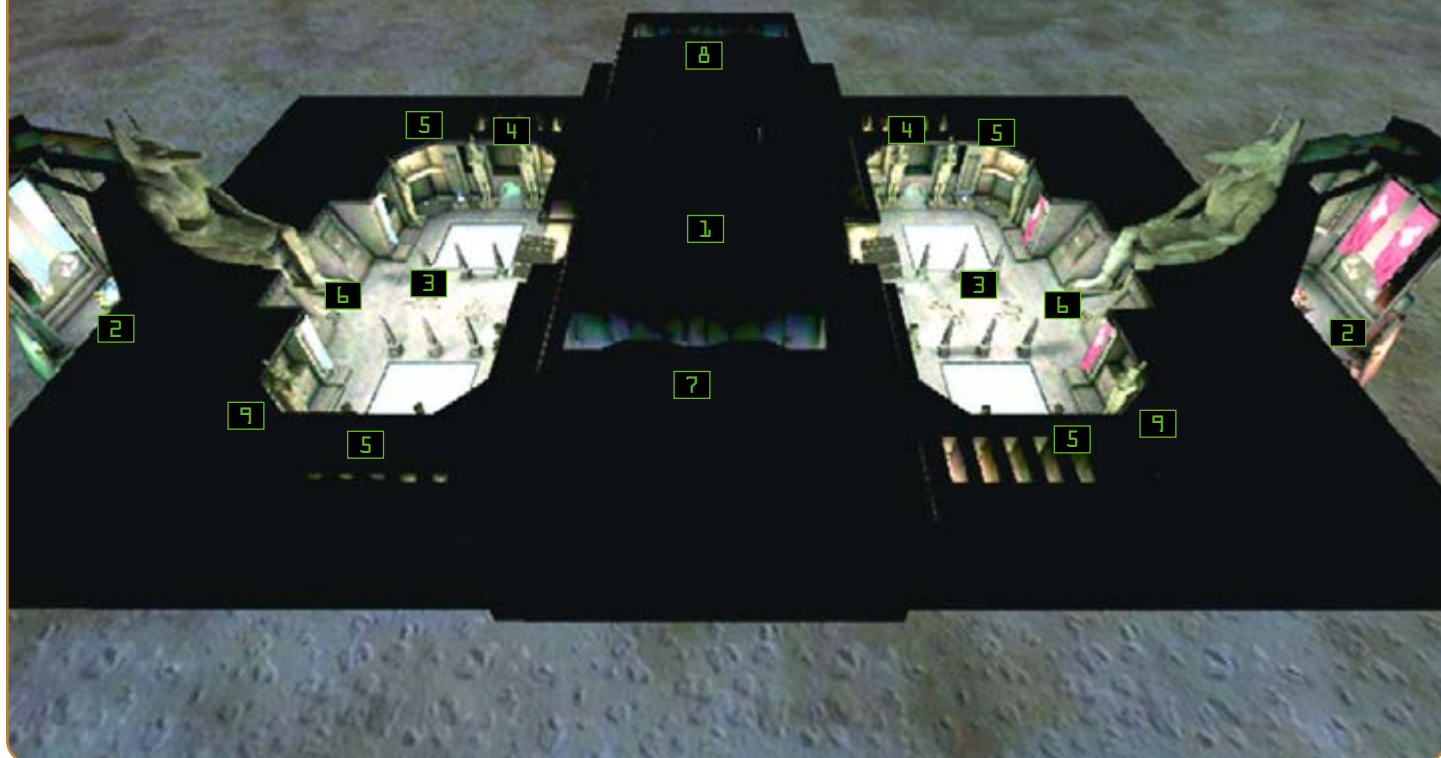




### TEMPLE OF ANUBIS

Size: 6 on 6 players

1. Bomb Spawning Point
2. Goal
3. Shield
4. Sniping Point
5. Defensive Point
6. Kill Zone
7. Rocket Launcher
8. Flak Cannon
9. Lightning Gun



The Temple of Anubis is one of the simplest and most straightforward of the bigger Bombing Run maps. Each side has a temple housing the goal, a courtyard in front of the temple, and a middle area in which the bomb spawns. On both sides are extra chambers.

A TAG rifle in such an open area changes this map slightly. The usual rules apply, but you can be sure that teammates and enemies call down fire from above regularly. Stay out of the way, or you're toast.

### Offensive Strategy

Temple of Anubis may feature a straightforward design, but it's not a simple map offensively. Because it's built for a large number of players, you often find it difficult to get to the goal. If there are four or fewer on a team, however, the scoring should be easy.

The best offensive strategy is to bull-rush the goal from one of the sides in groups of two or more. This is difficult against an entrenched defense, but don't try anything fancy—just make sure your players are better than their players.

### Defensive Strategy

Anubis is so basic in design that it has no easy-kill defense points. To keep people out of your goal room, defending the courtyard is a must. It's not easy, but the flak cannon and rocket launcher help you take out groups of attackers, and the lightning gun helps eliminate solo bomb runners.

A wicked defensive strategy is to hide defenders in the elevated slots above each of the doors. From this position, they can cover each other's entrance and watch the front entrance as well. With teamwork, you can clear out even large groups of attackers in no time flat.

# Bombing Run Maps

## Teamplay Strategy

You need teamplay on both offense and defense to succeed on this map. On offense, make your goal rush with a couple of teammates. Send in the support players and let them clear the area before the bomb carrier steps into the courtyard. But don't wait too long, because your enemy spawns behind you.

Hold back at least two players on defense to guard the courtyard. One should use a heavy weapon, such as the rocket launcher or flak cannon. The other guards from a distance using the lightning gun. If your team can spare a third defender, hide that one in the goal room to pick up any foes who make through the outside defenders.

## Single-Player Strategy

This level is packed with really tough bots, so expect a lot of bomb turnover. One strategy that works is to wait near the enemy's courtyard for one of your teammates to bring the bomb nearby. Attack his pursuers. If he's killed, take the bomb in for a quick scoring run.

## Important Power-Ups



*Don't be shy, grab this shield before your teammates do.*



*You'll find plenty of health packs along this map, so grab as many as you can.*

## Sniping Spot

There aren't a lot of great sniping places in Anubis, but if a teammate helps with ground defense you can stand in the corner of your courtyard and be quite effective with the lightning gun.



You can't translocate to the highest points of this map, but you can get in one of the many platform indentations along the walls of the courtyard. From this vantage point, you'll be able to take down many of your enemies before they can find you.

## Defensive Position

The map has few good defensive spots. If you have defensive help, grab the minigun and hide in the goal room on one side of the door to the courtyard. Ambush whoever makes it through the first line of defense. A well-placed pillar keeps your opponent from taking the quick shot, giving you a few extra seconds.

Use them wisely, and don't neglect to charge up your health with the vials in the goal room.

## Kill Zone

Both courtyards yield plenty of kills. The extra-daring can score even more points by setting up shop in the opponent's courtyard with a rocket launcher or flak cannon.



## Ideal Weapons

*The flak cannon is in the middle and a little out of the way, so many players pass it up. Don't make that mistake.*



*Ditto for the rocket launcher.*



*If you're hiding high above the courtyard, you can be a major terror with the lightning gun.*







PRIMA'S OFFICIAL STRATEGY GUIDE

# double domination strategy

# double domination strategy



It's nearly impossible to win at Double Domination without teamwork. To score, you must hold both points simultaneously. Once both points are held, they must be protected for a total of 12 seconds in order to score. The initial 2 seconds are given as a grace period before the 10 second countdown begins.

## Five Important Double Domination Strategies

### STRATEGY #1: KNOW YOUR ROLE

The domination points are point A and point B. Before the match, split your team into two squads and determine who will focus on each point. If your team tries to wing it, trouble lies ahead. If everyone has a purpose and a defined goal, your team takes and holds domination points.

When playing with bots, try to play in the flow of their strategy. Don't overload a domination point and expect them to balance your forces. That's your responsibility.

### STRATEGY #2: COMMUNICATE ON DEFENSE

A team trying to maintain control of a domination point after scoring a point makes two common mistakes. The first: Teammates leave at the same time to reload and restock. The second: Neither teammate gets fresh ammo and power-ups.

Alternate your trips away from the domination point so that all players stay strong against attackers, yet the enemy never has an undeterred run to the goal.

### STRATEGY #3: KNOW WHEN TO PUSH

Don't frantically defend your domination point if your teammates are not in control of the second point. Instead, let your opponent make a mad rush for the domination point while you focus on killing him. Even if the attacker changes the color for a moment, you can kill him and change it right back.

If you control both points and the timer is counting down, however, push your defense forward and take on attackers well before they approach the flag. Give yourself plenty of time to stop them before they make a dying run, change the color of the domination point, and stop the countdown.

### STRATEGY #4: STOP THE CLOCK

If the other team has both domination points under control, your only responsibility is to stop the countdown. Don't protect your life, get kills, or establish control for the future. Just run straight to the domination point.

After you change the color you can think about what to do next. Even if you die, you've pushed the enemy back and given your teammates time to score against them.

### STRATEGY #5: CONTROL THE MIDDLE

Once the game is in full swing, the majority of players running through the middle are solely focused on getting control of the domination point. If you have a teammate to spare, station that player in the middle area and take out your foes while they are distracted.

This buys your teammates time to take control of their domination point. It's also easier to defend, thanks to the work of the player in the middle.





Deserted is the perfect introduction to Double Domination. It's simple and straightforward, yet can get complicated when the battle is on. Each team spawns in a small room. Then the race is on toward the two huge temples that hold the domination points.

Powerful weapons and other goodies are spread across the map, but you have to go out of your way to get them. Don't miss the rocket launcher and super shield unless you're really in a hurry. These items help you win and both points.

### Offensive Strategy

In Deserted, your journey to the domination points is quick and unobstructed. Expect a lot of frenzied action at the points themselves. You can see who is in control of each point before you get there, so you can be somewhat prepared. When pursuing a point controlled by the other team, charge up your rocket launcher moments before you turn the corner into the room.

Unless the other team is about to score, don't rush in an effort to establish control of the domination point. The most important

thing is to clear the room of enemies. Then turn the domination point to your color and switch to defensive mode.

### Defensive Strategy

On Deserted, as on any other Double Domination map, defense means stopping enemies before they even get close to your domination point. On this map, that means in the corridor leading to your room, especially if your time is counting down.

Be aggressive. Merely hiding out in a good spot risks letting your foes slip through to the domination point and block your score.

If a teammate is defending the domination point with you, you need worry only about your own corridor. If you're defending the point alone, strafe back and forth between the two corridors to catch the enemy as quickly as possible.

# double domination maps

## Teamplay Strategy

In Double Domination, teamplay is a necessity—you cannot control both points by yourself. If your team works well together, you can make a less cohesive team fall apart.

Push your defense forward, and assign one player to control the middle and one to control the temple entrances closest to the enemy spawn point. The other two turn over domination points. Alert teammates when the enemy is about to attack. That advance warning may be all they need.

## Single-Player Strategy

The bots are singularly focused in this map. If you control the middle area, you can help your bots run up the score.

Bots don't fear sniper fire nearly as much as they should, so camp out in the middle and take out the enemy as they leave their base. Your teammates can just relax and keep scoring.

## Important Power-Ups



*Set directly in the middle of the map, the super shield is invaluable, especially if you want to do a little camping.*



*You find health packs just outside of the temple doors. Leave the temple to get them only when you really, really need to.*

## Sniping Spot

If you stand in the middle of the map, you can pick up a lot of cheap sniper kills as your enemies try in vain to pick up the heavy weapons located outside of their spawning point. Watch out, however, for enemies that may



teleport into the middle area behind you. It's better to get clear to a spot closer to their starting point where you have the safety of a building at your back.

## Defensive Position

Deserted doesn't feature a single, great defensive position. The best place to stay on defense is in the domination point room, running back and forth to check both corridors. Use the flak cannon or rocket launcher to keep your enemies at bay for a long time.

## Kill Zone

If you don't mind people calling you filthy names, you can score a lot of easy kills by taking a flak cannon to the door of the other team's spawn base. As soon as they step out, shoot them. Get ready to do it again, because they respawn immediately. If you catch more than one player in the spawn base, your kills add up so fast you'll need a calculator to keep track.



## Ideal Weapon

*The flak cannon is a good defensive and offensive weapon for point runs.*



*Use the rocket launcher in the corridors. If you don't hit your target dead on, the splash damage may take care of the job.*



*You can absolutely dominate this map with the lightning gun, but you'd better be able to hit headshots.*





FRIGID

size: 4 on 4 players

1. Domination Point A
2. Domination Point B
3. Health
4. Flak Cannon
5. Defensive Point
6. Kill Zone
7. Rocket Launcher
8. Minigun



Frigid is the tightest and most frenzied Double Domination map in *Unreal Championship*. Its extreme close-quarters conflict and nonstop action make it perfect for small teams and offense-minded players.

But Frigid's appeal to fans of offense doesn't mean that defenders have no options. Smart defenders can frustrate attackers and hold domination points for a long time.

### Offensive Strategy

The key to capturing domination points in Frigid is to be ready before you reach the conflict. Because the weapons are limited (flak cannon, rocket launcher, and minigun), it's possible to develop highly individual weapon attack strategies.

When the other team controls the domination point room, press the secondary fire button before you turn the corner to enter. If you time it right, you enter the room after three deadly rockets.

Have the minigun charged up and spinning well before you approach the room, too. When you enter, your gun is at full speed. Don't worry about ammo—you shouldn't defend with the minigun anyway.

Grab the flak cannon for offense. It's the best weapon for clearing out a room. Fire a secondary burst into the room before you even get to the door, and then follow it up with an up-close and personal blast of the primary weapon.

If the other team holds both domination points, break up the 10-second hold by any means possible. Your best bet is a straight bull rush. This map is so small that it hardly matters if you die. If you pause for even a second, the defender has a good shot at stopping you before you switch the domination point to your color.

### Defensive Strategy

Defense in Frigid is situation-dependent. Adapt your defensive strategy continually. You'll hold points much longer and help your team win more often.

If your team holds only one of the domination points, hunker down inside the room. It's okay if the attacker changes the color of the domination point—in fact, it's better if they get distracted. Your responsibility is to kill them and reclaim the point.

# double domination maps

If your team holds both domination points, leave the room and cover the hallway. You spot attackers quicker there, so you can stop them before they make a last-ditch run at the point. Look both ways, but enemies come most often from the side nearest their spawn point.

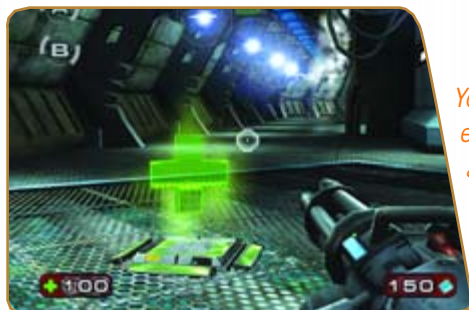
## Teamplay Strategy

Because of Frigid's small size, the emphasis is on single-player attacks. Move in pairs when possible, but don't waste two players covering a single domination point. An extra player should take control of the middle, where he can help with defense and attack until he's needed elsewhere.

## Single-Player Strategy

The bots just keep coming, but you can cheat a little if you figure out the paths they take to enter the room. Once you know where they're going, you can time your rocket launcher or flak cannon to nail them perfectly every time.

## Important Power-Ups



*You find health packs in every corner. Don't worry about them. Just attack, die, respawn, and do it all over again.*



*Grab the flak cannon first. You need it on both offense and defense.*

## Sniping Spot

Sniping is out because the map has no lightning gun. Even if there were, this map is built for heavy weaponry. Check your fancy sniper guns at the door.

## Defensive Position

The best position for defense when you hold the only domination point is directly inside the door, with part of the wall covering your back. Line up your gun (a flak cannon if possible) at the point you know you can nail an onrusher with a single shot. Use the secondary fire for maximum effectiveness.



If your team holds both flags, stand outside the door, facing the corridor nearest the enemy spawn point. Turn back frequently so you don't get shot in the back.

## Kill Zone

Grab the minigun, start it spinning, and stand just outside the enemy spawning point. They get you eventually, but first you wipe out a couple of them with a barrage of bullets. You can do the same with the rocket launcher.



## Ideal Weapon

*The flak cannon is a good defensive and offensive weapon for the confined spaces of the domination point rooms.*



*If you charge two or three rockets before firing the rocket launcher, you have a much better chance of taking someone out.*



*The minigun is not very effective unless you charge it up first, but a fully charged secondary attack is brutal.*





1. Domination Point A
2. Domination Point B
3. Shield
4. Health
5. Defensive Point (Inside)
6. Kill Zone
7. Rocket Launcher (Upper Level)
8. Flak Cannon (Upper Level)

### SCORCHED EARTH



Scorched Earth is yet another Double Domination map in which offense is key. Each domination point room has two openings, one of which is right next to the spawning point. No sense hunkering down here. It's time to focus on offense.

Almost all the fighting takes place near the domination points. Why bother fighting in the middle when the points are so open and so close?

### Offensive strategy

In this map, offense is easy. The domination points are difficult to defend, and you have three routes to choose from for an attack.

The middle route takes you inside the domination point room from the ground floor—the most difficult entry. The other two paths take you around the main tower and in through a back door. Unless the other team has a strong defense set up outside, this is the best route. Once you get in, you're only steps from the domination point.

Grab the super shield for attacks when it's available. To get it, you must jump, using your shield gun. Charge up the primary fire and run toward the platform. Just before you hit the platform, fire your gun and jump.

This should boost you enough to get the shield. Jump down and grab a nearby health pack to recharge the health you lost in the jump.

### Defensive strategy

This is not a favorite map for those who enjoy entrenched defense. A smart defender can still stop attacks. Grab a flak cannon from the roof of the middle building and go to the back of the domination point room.

You can strafe back and forth behind this room, watching approaches from both sides. The approaches are long, so you should have ample time to get in a good shot if you see someone coming from either side.

As you strafe, check in on the middle room. If you've locked down the sides, the enemy naturally tries to exploit the middle. You can hit them as soon as they change control of the area. Never stop moving while playing defense—the map has no place for you to be comfortable sitting still.

# double domination maps

## Teamplay Strategy

Players must know what side they're on. If you have an odd number of players, one can play both sides. But in general, players should take care of their own domination point.

If your team has both flags and a defender on each domination point, the odd man out can help on defense by attacking players just as they leave the middle platform.

Each side platform is approached by only one path, so setting up ambushes is easy.

## Single-Player Strategy

The bots tend to use the outside routes. If you're guarding a domination point alone, don't waste time checking out the middle route. Cover the two side routes.

If someone makes it through the middle, surprise them with your flak cannon and retake the flag. If you're an ace with the rocket launcher, keep the other team off your side platform entirely by standing at the chokepoint and blasting anyone who comes through.

## Important Power-Ups



*Unless you're playing as an Automaton, you'll have to use the shield jump to grab these power-ups.*



*These handy health packs are next to the entrance to the domination point room. Use them wisely.*

## Sniping Spot

There's no lightning gun in Scorched Earth. This map is built for heavy guns and close quarter combat.

## Defensive Position

No single position works for defense. If you have someone covering the outside of the domination room, jump to the ledge across from the elevator. Then shimmy to a spot in the corner above the door. Ambush any attackers who come in the front door and nail others who try to sneak in the back door.



If your team owns both dominion points, don't stay here. It's too easy for the other team to jump in through the back and change control before they die.

## Kill Zone

If you want cheap kills, rather than game control, stand on top of the middle base where the rocket launcher and flak cannon appear. Wipe out enemies as they try to grab the heavy weapons.



They soon start to bypass the area, but you have fun until they do.

## Ideal Weapons

*The strong, balanced rocket launcher is good for the far and near combat that occurs on this map.*



*The flak cannon is great for defense—especially considering that its reload shells sit by your domination point.*



*Learn the shield gun jump well enough and you can grab the super shield while less skilled players are left in the cold.*



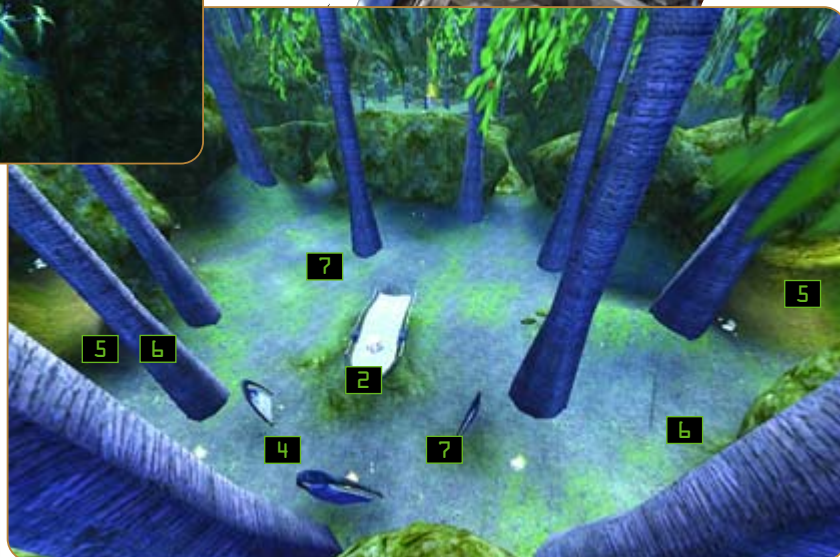


### SEPUKKU GORGE



Size: 6 on 6 players

1. Domination Point A
2. Domination Point B
3. Super Shield
4. Shield
5. Health Vials
6. Sniper Point
7. Defensive Point
8. Kill Zone
9. Sniper Rifle
10. Rocket Launcher
11. Flak Cannon
12. Bridge to Domination Point B



Talk about massive maps. Just running all the way across this one leaves you out of breath—if you make it that far. A surprising amount of mayhem dogs every step in Sepukku Gorge.

Establish yourself in a defensible spot and you could be the one causing the mayhem. If you let the other team dig in, you're in for a long match.

You must trust your teammates on this map, because the domination points are too far apart for a couple of even highly skilled players to maintain on their own. Everyone has to do the job, or your team doesn't stand a chance.

### Offensive Strategy

Your best offensive choice in Sepukku Gorge is the domination point that suits your playing style. If you like frenzied combat with lots of kills and plenty of action, attack the first domination point with a flak cannon or rocket launcher.

Hit your enemies before they get a chance to shoot you, and don't feel bad about getting shot down. That happens a lot in this area.

If you prefer more tactical and slower gameplay, the far domination point is better suited to your style. To take this point, watch out for enemy snipers as you cross the gorge. Then keep an eye out for opponents on the domination point platform and others hiding throughout the terrain.

Take the bridge opposite your starting point, because that's where your opponents most likely set up a defense. Use your own sniper rifle to take out the enemy before they get a crack at you, and switch to a heavy weapon when you finally reach the platform.

### Defensive Strategy

Once you establish control of the domination points, start a long, hard battle to maintain that control. On the near side domination point, don't play defense until you need to. The other domination point determines the flow of the game, because it changes hands so readily.

# double domination maps

Wait until your team takes control of the other domination point, and then rush the near one and try to hold it for 10 seconds. Focus on the ramps leading up to the platform. If you can shut them down, your enemy can't take control. Watch for snipers and—most important—keep moving.

## Teamplay Strategy

This map requires teamwork even on the squad level. Think of the team members attacking each domination point as a squad, and communicate as such. On the far side, part of the squad needs to take and guard the domination point platform, while another squad watches the bridges with lightning suns.

Another strategy forgets about the near domination point at first, sending your entire team to the far point. Once you take control with your superior numbers, set up a solid defense of snipers and platform guards. Then attack the near domination point.

## Single-Player Strategy

Bots are easy target for snipers. If your team takes the far domination point, all you need to do is to set up shop with the lightning sun aimed at the bridge closest to the computer's base. You pick off countless enemies and barely scratch your armor in the process. Trust your computer teammates to control the other point for 10 seconds.

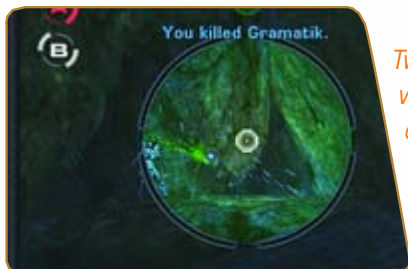
## Important Power-Ups



*The shield pack is in the middle of everything. Grab it if you have the time and it's available.*



*Hidden behind the far domination point are these handy health and shield power-ups—just the thing for a soldier far from home.*



*Two small groups of health vials are hidden near the far domination point. They're in the perfect spots for snipers.*

## Sniping Spot

This map is full of good sniping spots, and the best all overlook the bridge closest to your enemy's spawn point. Your best bet is to get between a big rock and the trunk of a tree. You're protected from most enemy fire, and you're difficult to spot.



## Defensive Position

This map is so large and so spread out that there aren't many good defensive positions. Standing on the domination point is not a good position. Don't focus on the point—try instead to control the ramps to the domination point.

You're less of an attention-getter for the other team and more effective for your team.

## Kill Zone

You can get big kills and help your team by concentrating on the nearest domination point. Both teams feed in to this area. You enjoy the target-rich environment and the general mayhem at this spot.



## Ideal Weapon

*The lightning gun is the deadliest weapon in the level if you're guarding or attacking the far domination point.*



*The flak cannon is the deadliest weapon in this level if you're guarding or attacking the near domination point.*



*The rocket launcher is effective wherever you are.*





### SUN TEMPLE

size: 5 on 5 players



1. Domination Point A
2. Domination Point B
3. TAG Rifle
4. Defensive Point (Inside)
5. Sniping Point
6. Kill Zone (Inside)
7. Shock Rifle (Floor Level)
8. Lightning Gun
9. Rocket Launcher (Catwalk)

This is one of the most balanced Double Domination maps. It tests your skill in every area. You must be proficient in all the weapons and know how to use teamplay tactics. If not, you and your team are sorely punished for your lackings.

Make every life count. You can't count on a quick respawn and return—there's too much distance to cover. Take great care in everything you do. The skills and strategies you learned in earlier maps find their outer limits in this one.

### Offensive strategy

The biggest offensive obstacle in the Sun Temple is the uncomfortably long distance between the doors to the main temples and

the domination point. No matter how you enter the grand rooms, you have to fight your way to the point.

Take out the enemy at a distance using the lightning gun. A cunning enemy tries to take you out first, but you can nail your foe if you're quicker on the draw. Be careful, though. This big map supports a lot of players. Other defenders may be in hiding nearby.

Your other option is to distract and attack. Your enemy has time to dodge almost any weapon other than the lightning gun and the shock rifle. Even when firing slower weapons such as the rocket launcher, however, you can force your enemy to move and misaim while you advance.

### Defensive strategy

On defense, the lightning gun gives you a distinct advantage in the Sun Temple. You can get a couple of good shots off as attackers make the long approach toward the domination point—and one is all you really need. Stay a couple of feet behind the domination point so you can see the front entrance and the two upper entrances. Don't zoom in until you see someone coming. Be patient and keep moving. Eventually you get your shot.

If you don't have a lightning gun or run out of ammo, you can

# double domination maps

defend successfully with just about any weapon. Attack early and lead your opponent so you can hit your target on the move.

If you take a hit, back up and wait for a better opportunity. No health packs are nearby. Don't waste what you have.

## Teamplay Strategy

First, separate your team into two squads. This map is too large for everyone to cover the closest domination point. Each squad should be assigned a domination point and stick to it. When your team is established on defense, send a defender into the courtyard occasionally to pick up a lightning gun. Then send the next teammate. Keeping this weapon in stock pays off.

## Single-Player Strategy

Bots are single-minded about scoring. If you don't have a significantly better weapon, let them run by occasionally and take them out from the back. Bots also are vulnerable to sniper fire on this map. Be your team's hero and guard your domination point with the lightning gun. Your computer teammates most likely can handle the rest.

## Important Power-Ups



*You should only grab these health packs if you're injured on the way to a domination point. Otherwise, stand your ground.*



*Unless you know how to use the TAG rifle efficiently, ignore it. Fighting over it is often a waste.*

## Sniping Spot

In addition to the defensive sniping position directly behind the domination point, a great sniping spot is directly in front of the lightning gun. From this slightly protected area, you can zoom all the way to the domination point and pick off careless defenders.



## Defensive Position

If you're a master of the shield jump (or if you're playing as an Automaton), you have access to a great defensive spot. Climb the ramp to a top edge of the domination point room, and then use the shield gun jump to leap to the wall facing the domination point. It takes practice, but once there, you surprise a lot of enemies with a sniper shot in the back as they approach what seems to be an unguarded domination point.



## Kill Zone

If you just want to pick up some cheap kills in this level, all you've got to do is grab the TAG rifle in the middle of the map and hide in one of the courtyards leading to a domination point. From here, you can take out entire enemy attack squads in one massive ion burst.

## Ideal Weapon

*Smart sniper fire can make you a defensive superstar on this map. The lightning gun can be used on offense as well.*



*Locked on from a distance or hip-fired from close range, the rocket launcher is deadly either way.*



*The shock rifle's fast primary fire distracts defensive snipers as you make the long approach to either domination point.*





### SINGLE-PLAYER STRATEGY



To become a great *Unreal Championship* player, make your way through all the single-player games. You need all the skills mentioned earlier in this guide, as well as some specific skills that help you become a dominant force in tournaments.

Choose a team and fight your way through every map and game mode in *Unreal Championship*. You'll display with pride the trophies you earn.

### 5 Single-Player tips

1. **Pick a balanced team:** Choose players that complement your style. If you like to attack, pick defenders and freelancers. If you like defense, pick players who attack aggressively.
2. **Don't pick your team based on specific maps:** Your team remains with you throughout the game, so basing your team selection on specific maps is a greater hindrance than advantage. A well balanced team with strong offensive and defensive players should do well in any map.
3. **Trust your teammates:** You can't do everything yourself. Delegate the tasks, then trust your teammates do their jobs while you concentrate on doing yours.
4. **Remember your foes are bots:** If you learn the bots' quirks and habits (see sidebar) you can anticipate their actions, giving you a razor-thin advantage that can mean the difference between victory and defeat.
5. **Try different modes:** If you're having difficulty with one game mode (Capture the Flag, for instance), switch to another. When you return to the first mode, you're refreshed and ready for whatever the computer dishes up.

### 5 TRICKS FOR BEATING BOTS

1. **Take cover:** At higher skill levels, bots are just as likely to pick you off from across the map before you can see them as well. Stay under cover whenever possible when competing against highly skilled bots.
2. **Learn their routes:** Bots tend to take the same path from one pick-up item to the next. You can lead them perfectly with your weapon.
3. **Watch for waiters:** In some teamplay games, bots wait for their teammates before attacking. Set up an ambush at their meeting point and score some cheap kills.
4. **Pursue fleeing bots:** Bots sometimes turn and run if they need health and a power-up is nearby. When a bot turns to run, you have an easy kill.
5. **Bait and attack:** Bots love to pick up big items and don't often think about ambushes. If you hide near a good power-up, the bots surely come to you.



# Building the Perfect Team

## HOW TO BUILD THE PERFECT UNREAL CHAMPIONSHIP TEAM IN THREE SIMPLE STEPS

### Step One: Know Your Character Groups

Each different group in *Unreal Championship* has unique characteristics, distinct advantages, and even disadvantages that separate them from the other groups. Pick the one that best fits your playing style.

#### AUTOMATONS

The Automatons begin with a base health of 110 points, are able to jump to incredible heights while suffering from a moderate loss of air control. Their fantastic reflexes enable them to dodge with a speed that boggles the imagination.

**Starting Health:** 110

**Strengths:** Automatons can jump higher than any other group in the game. Because of this, they can get themselves in sniping positions and hiding spots that other characters could never try.

**Weakness:** Their movement is a little "floatier" than some of the other characters, and if you rely on sharp movement and ground speed, they aren't the most agile group.

**Skills best suited for:** Sniper. Automatons can get into the game's best sniping spots and even find some that you never even thought about.

**Play this character group if:** You like camping. You'll find all the best spots as an Automaton and your enemies will never know where you'll hit them from next.



#### ANUBANS

The Anubans are an acrobatic race, with superior air control, and better than average jumping and dodging ability. They only have a base health of 85 points, but they metabolize the adrenaline ampoules so efficiently they are able to execute combos considerably more often.

**Starting Health:** 85

**Strengths:** Anubans are the best at the many different jumping maneuvers in this game. They also pick up adrenaline with a 50 percent bonus.

**Weakness:** Although they are good at jumping, they are not as robust as some of the other groups.

**Skills best suited for:** Frontline Attack. With their fancy moves and jumping ability, Anubans can be used to crack an enemy base from unexpected directions.

**Play this character group if:**

You consider yourself a skill player.

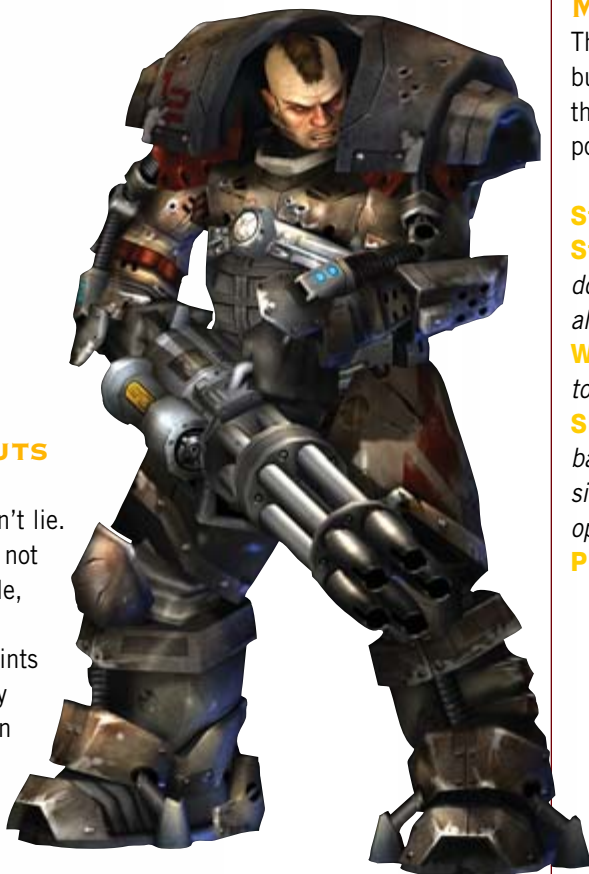
Once you start mastering the Anubans and their acrobatic abilities, you will develop some great skills for making the other team look silly.





## JUGGERNAUTS

The Juggernauts appearance doesn't lie. They're slow and not very maneuverable, but with a base health of 190 points they're practically unstoppable when fully loaded with armor and health packs.



**Starting Health:** 190

**Strengths:** Juggernauts can take a lot of damage and they start with a full boost of 190 health. This means that they can take down even armored enemies in an early face to face showdown.

**Weakness:** Juggernauts are also very slow. They don't dodge well or jump very high.

**Skills best suited for:** Defense. When you need someone to stay home and guard your flag, bombing run goal or domination point, look no further than a Juggernaut. They can often survive wave after wave of enemy attacks.

**Play this character group if:** You like firepower more than finesse. You won't be able to use many fancy moves as a Juggernaut, but if you like wading into the middle of the action or fighting off overwhelming numbers of enemies, the Juggernaut is the character group for you.

## MERCENARIES

The Mercs are your basic human, bred a little tougher than most, but that's about it. They don't suffer from any of the drawbacks of the other races, but they get a base health allotment of 130 points. They're good well-rounded characters for all situations.

**Starting Health:** 130

**Strengths:** Mercenaries are a well-rounded group for players who don't want to bother playing toward a distinct character style. They also start with a health boost which helps in hard fought maps.

**Weakness:** Mercenaries also don't have any real special abilities to exploit.

**Skills best suited for:** Multi-purpose. Because of their balanced stats, Mercenaries can be used in most gameplay situations. They're always good to have around to fill in areas left open by your more specialized characters.

**Play this character group if:** You're a no-nonsense player.

*If you just want to get into the action and play with characters that will be immediately familiar, try a Mercenary.*



# building the perfect team

## NIGHTMARE

The Nightmares are creatures straight from the twisted imagination of Purgatory's legendary penal system. Trained to pursue their prey with inhuman determination, their finely tuned endocrine systems reward them for successfully damaging and enemy by flooding their bodies with pain inhibitors, effectively increasing their meager base health of 70 points up to 140. This innate vampirism allows them to regenerate constantly as long as they have prey in their sights.

**Starting Health:** 70

**Strengths:** *Nightmare characters actually pick up health when they wound an opponent. This can lead to long strings of kills when they attack with lighter weapons*

**Weakness:** *These character start with very low health, and can be killed quickly by enemies with heavy weapons.*

**Skills best suited for:** *Controlling the middle. If you have a couple of Nightmare characters controlling the middle of a CTF or Bombing Run map, they'll keep building their health while wounding enemy attackers. Before long, they will become a force to be reckoned with.*

**Play this character group if:**

*You like using lighter weapons. The more that you wound your enemies, the better off you'll be. Learn how to master this, and you'll leech life off your enemies for long periods of time and rarely taste death.*



## GEN MO'KAI

The Gen Mo'kai have 80 points of health as their base, but are able to run faster, dodge farther, and maneuver in mid-air better than other races. If you need a flag runner or a ball carrier, look no farther than a Gen Mo'kai with a healthy dose of adrenalized agility.



**Starting Health:** 80

**Strengths:** *The Gen Mo'Kai are very quick and can dodge fire better than any other race.*

**Weakness:** *These fleet creatures start with only 80 health and can be taken down quickly by enemy fire.*

**Skills best suited for:** *Flag Runner. A Gen Mo'Kai is the perfect choice to be the team member who snags enemy flags or make quick bombing runs.*

**Play this character group if:** *You like to be in the middle of the action and you prefer using finesse over raw firepower.*





## Step Two: Know Your Weapon Affinities

Each character has his or her own weapon affinity. This is not a trivial matter; it actually impacts the way that these characters play. Know the weapon affinities of your teammates and more importantly yourself. When you have your best weapon, you will receive one of three bonuses:

**Ammo:** *The ammunition affinity increases the maximum amount of ammo the character can carry. More bullets equals more damage for weapons like the minigun.*

**Damage:** *The damage the character inflicts with this weapon is increased by a certain percentage. This can be especially useful with some of the heavier weapons such as the rocket launcher or the flak cannon.*

**Fire Rate:** *The character's weapon has a substantially improved rate of fire. For weapons such as the lightning gun and link gun, this is especially useful.*

## Step Three: Know Your Character Stats

Check the following stat point list over before you add a character to your team. You can pick members with specific skills, but some characters are all around excellent. On the other hand, others just don't match up.

Here is a short list of the best and the worst of each group.

### AUTOMATONS

**Best:** Cobalt

**Accuracy:** 95.46 %

**Agility:** 97.53 %

**Tactics:** 96.90 %

**Worst:** Syzygy

**Accuracy:** 50.66 %

**Agility:** 83.25 %

**Tactics:** 76.30 %

### ANUBANS

**Best:** Hyena

**Accuracy:** 94.83%

**Agility:** 93.91 %

**Tactics:** 74.07 %

**Worst:** Cleopatra

**Accuracy:** 58.29%

**Agility:** 60.70 %

**Tactics:** 50.93 %

### JUGGERNAUTS

**Best:** Siren

**Accuracy:** 94.86 %

**Agility:** 89.68 %

**Tactics:** 89.86 %

**Worst:** Arclite

**Accuracy:** 81.99 %

**Agility:** 75.14 %

**Tactics:** 58.00 %

### MERCENARIES

**Best:** Prism

**Accuracy:** 90.36 %

**Agility:** 91.53 %

**Tactics:** 85.51 %

**Worst:** Remus

**Accuracy:** 53.96 %

**Agility:** 70.58 %

**Tactics:** 56.05 %

### NIGHTMARE

**Best:** Subversa

**Accuracy:** 89.86 %

**Agility:** 96.42 %

**Tactics:** 83.92 %

**Worst:** Ravage

**Accuracy:** 60.59 %

**Agility:** 51.11 %

**Tactics:** 51.04 %

### GEN MO'KAI

**Best:** Damarus

**Accuracy:** 91.71 %

**Agility:** 90.00 %

**Tactics:** 97.04 %

**Worst:** Mokara

**Accuracy:** 60.59 %

**Agility:** 55.15 %

**Tactics:** 53.34 %

# single-player team members



A well-constructed team can take on whatever the computer throws at it. Build squads with complementary styles and weaponry skills. Don't forget that each character comes with an affinity bonus for their favorite weapon. This increase in damage, firing rate, or ammo capacity can make all the difference in combat.

## AUTOMATONS

### Corrosion

**Weapon:** Shock rifle  
**Style:** Defense  
**Age:** N/A  
**Race:** Artificial life-form  
**Attitude:** Psycho  
**Accuracy:** 65.77%  
**Agility:** 87.23%  
**Tactics:** 90.55%



Beneath an exterior of cold metal burns a soul as bright as a dying star, the essence of a being who sought to rule the galaxy at the Emperor's side. His dreams stripped away as painfully as his dying flesh, Corrosion now exists only to seek his revenge.

### Widowmaker

**Weapon:** Assault rifle  
**Style:** Defense  
**Age:** N/A  
**Race:** Artificial life-form  
**Attitude:** Evasive  
**Accuracy:** 82.96%  
**Agility:** 80.83%  
**Tactics:** 55.55%



Widowmaker is one of the few battle drones confirmed to be wholly inorganic. Advanced threat detection and onboard evasive logic make this drone a force to be reckoned with.

### Cobalt

**Weapon:** Minigun  
**Style:** Freelance  
**Age:** N/A  
**Race:** Artificial life-form  
**Attitude:** Collheaded  
**Accuracy:** 95.46%  
**Agility:** 97.53%  
**Tactics:** 96.90%



Every soldier trains for combat against drones to perfect targeting skills. But what if the drone were smarter and stronger—and you were the target?

### Thorax

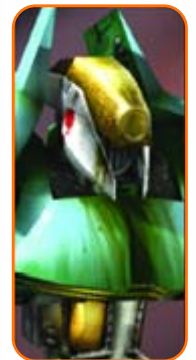
**Weapon:** Rocket launcher  
**Style:** Freelance  
**Age:** N/A  
**Race:** Artificial life-form  
**Attitude:** Evasive  
**Accuracy:** 61.57%  
**Agility:** 74.65%  
**Tactics:** 80.03%



Relentlessly competitive and possessed of a digital immortality that even the organics are incapable of understanding, Thorax seeks only one goal: victory.

### Mandible

**Weapon:** Link gun  
**Style:** Freelance  
**Age:** N/A  
**Race:** Artificial life-form  
**Attitude:** Stealthy  
**Accuracy:** 89.41%  
**Agility:** 95.22%  
**Tactics:** 77.68%



Mandible's programmer thought it would be interesting to have his creation contemplate the meaning of life. Three days and 76 bodies later, the automaton still lacked an answer but had gained extensive knowledge of human physiology.



### Syzygy

**Weapon:** Lightning gun  
**Style:** Freelance  
**Age:** N/A  
**Race:** Artificial life-form  
**Attitude:** Coolheaded  
**Accuracy:** 50.66%  
**Agility:** 83.25%  
**Tactics:** 76.30%



Syzygy takes the term “bleeding edge” to a whole new level.

### Éinsu

**Weapon:** Shock rifle  
**Style:** Freelance  
**Age:** N/A  
**Race:** Artificial life-form  
**Attitude:** Aggressive  
**Accuracy:** 71.52%  
**Agility:** 88.30%  
**Tactics:** 86.67%



It slices, it dices, eviscerates, and decapitates; it sees in the dark and can track you by your DNA. Just like the girl you stood up on prom night.

### Papier

**Weapon:** Rocket launcher  
**Style:** Freelance  
**Age:** N/A  
**Race:** Artificial life-form  
**Attitude:** Evasive  
**Accuracy:** 79.60%  
**Agility:** 79.42%  
**Tactics:** 97.60%

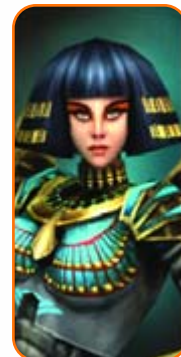


This drone grants no mercy. That feature was removed in the last operating system update.

## A N O U B A N S

### Aliyah

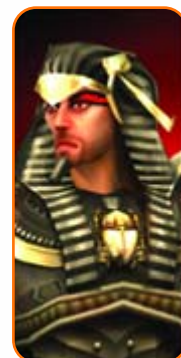
**Weapon:** Link gun  
**Style:** Freelance  
**Age:** 18  
**Race:** Human  
**Attitude:** Psycho  
**Accuracy:** 56.29%  
**Agility:** 60.27%  
**Tactics:** 60.63%



Known for her charm and charisma off the tournament floor, Aliyah also has the reputation of being vicious in her pursuit of victory. It amuses her to have sympathy notes delivered to her opponents before a match.

### Scarab

**Weapon:** Minigun  
**Style:** Freelance  
**Age:** 24  
**Race:** Human  
**Attitude:** Aggressive  
**Accuracy:** 58.29%  
**Agility:** 62.59%  
**Tactics:** 85.01%



A lieutenant in the desert legion and veteran of three tribal wars, Scarab is a cold and calculating tactician who prefers to draw his enemies out into the open where he can kill them at his leisure.

### Asp

**Weapon:** Lightning gun  
**Style:** Freelance  
**Age:** 25  
**Race:** Human  
**Attitude:** Coolheaded  
**Accuracy:** 71.21%  
**Agility:** 56.18%  
**Tactics:** 60.70%

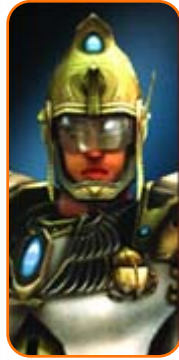


Beautiful and deadly, Asp is as quick to strike as her namesake, and her victims are less likely to recover from the bite.

# single-player team members

## Hyena

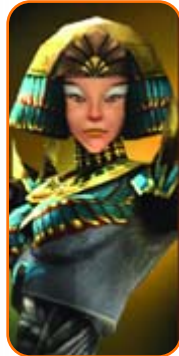
**Weapon:** Shock rifle  
**Style:** Freelance  
**Age:** 27  
**Race:** Human  
**Attitude:** Stealthy  
**Accuracy:** 94.83%  
**Agility:** 93.91%  
**Tactics:** 74.07%



A former officer in the Temple Guardians, Hyena found the position to be less than rewarding. The extremely low incidence of crime within the city proper made it a very dull career. An Imperial recruiter finally persuaded him to take leave of his world and venture out into the galaxy.

## Memphis

**Weapon:** Rocket launcher  
**Style:** Defensive  
**Age:** 21  
**Race:** Human  
**Attitude:** Evasive  
**Accuracy:** 97.09%  
**Agility:** 82.78%  
**Tactics:** 53.61%



A beautiful daughter of the aristocracy who tired of her pampered existence and took to the arena, Memphis has since become a battle-hardened warrior addicted to the adrenaline high of combat and self-preservation.

## Horus

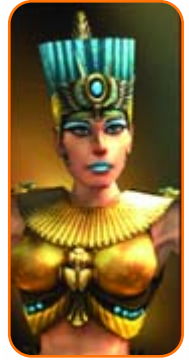
**Weapon:** Assault rifle  
**Style:** Freelance  
**Age:** 28  
**Race:** Human  
**Attitude:** Stealthy  
**Accuracy:** 95.65%  
**Agility:** 65.24%  
**Tactics:** 68.43%



Three generations of arena combat have made Horus's bloodline a force to be reckoned with—and Horus himself very popular with the crowd. He'd like the ladies to know that he's available for private autograph sessions after today's match.

## Cleopatra

**Weapon:** Link gun  
**Style:** Freelance  
**Age:** 25  
**Race:** Human  
**Attitude:** Coolheaded  
**Accuracy:** 58.29%  
**Agility:** 60.71%  
**Tactics:** 50.93%



If you think Cleopatra and Asp have something going on, you may be right. But it's not something you want to show up for unarmed.

## Roc

**Weapon:** Lightning gun  
**Style:** Freelance  
**Age:** 27  
**Race:** Human  
**Attitude:** Psycho  
**Accuracy:** 79.14%  
**Agility:** 79.31%  
**Tactics:** 64.71%



To the warriors of the northern waste, where every drop of water is more precious than blood, a display of emotions is a sign of weakness. Roc has never shed a tear in his life. Born to do battle on the desert sand, he now fights to return there.

## JUGGERNAUTS

## Gorge

**Weapon:** Rocket launcher  
**Style:** Freelance  
**Age:** 34 Years RT  
**Race:** Homo sapiens (gene-boosted)  
**Attitude:** Psycho  
**Accuracy:** 67.48%  
**Agility:** 95.49%  
**Tactics:** 70.13%

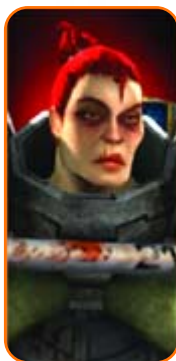


It takes a special kind of person to survive the harsh environment of the Allerian Penal Colony. It takes another kind of person altogether to revel in it. Gorge is more than just a survivor; he's a predator with a sweet tooth for suffering.



### Diva

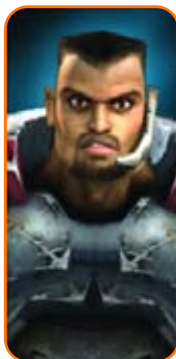
**Weapon:** Lightning gun  
**Style:** Freelance  
**Age:** 32  
**Race:** Homo sapiens (gene-boosted)  
**Attitude:** Stealthy  
**Accuracy:** 51.01%  
**Agility:** 71.58%  
**Tactics:** 93.23%



Former union leader of Ore Miners Local #732G, Diva was insulted by bribes offered by an Imperial official, so she cut off his hands and used his subdermal ID chips to access his accounts, netting her life in the Allerian ice mines.

### Cannonball

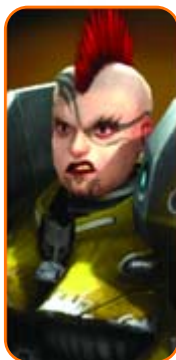
**Weapon:** Lightning gun  
**Style:** Offense  
**Age:** 28  
**Race:** Homo sapiens (gene-boosted)  
**Attitude:** Psycho  
**Accuracy:** 87.79%  
**Agility:** 58.61%  
**Tactics:** 86.18%



If a trash compactor and a tank had offspring, the result might resemble Cannonball. He's big, ugly, and has the personality of a rabid grizzly. Only the suicidal would voluntarily share a cell with this career criminal.

### Ambrosia

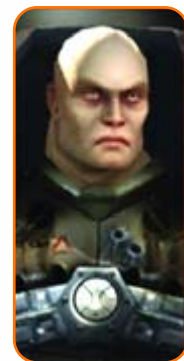
**Weapon:** Flak cannon  
**Style:** Freelance  
**Age:** 26  
**Race:** Homo sapiens (gene-boosted)  
**Attitude:** Stealthy  
**Accuracy:** 82.26%  
**Agility:** 85.26%  
**Tactics:** 90.30%



A gene-boosted weightlifter who strangled a judge in a fit of adrenaline-induced rage, Ambrosia has resigned herself to a life in the tournaments and the unthinkable horror of dealing with her teammate Gorge's sexual innuendos for the foreseeable future.

### Frostbite

**Weapon:** Flak cannon  
**Style:** Freelance  
**Age:** 37 Years RT  
**Race:** Homo sapiens (gene-boosted)  
**Attitude:** Evasive  
**Accuracy:** 54.73%  
**Agility:** 84.51%  
**Tactics:** 74.12%



You can feel his cold gaze at a distance, like gangrene crawling beneath your flesh. It devours you, seeks to turn your blood to ice and your heart to stone. Imagine what he'll do when he actually gets his hands on you.

### Reinha

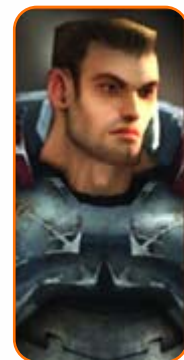
**Weapon:** Shock rifle  
**Style:** Freelance  
**Age:** 29  
**Race:** Homo sapiens (gene-boosted)  
**Attitude:** Evasive  
**Accuracy:** 94.35%  
**Agility:** 82.44%  
**Tactics:** 75.16%



After her husband was killed in a mining accident, Reinha had nothing left to live for. She adopted the nickname her spouse had given her in his native Portuguese and set out to find meaning in death.

### Arclite

**Weapon:** Bio-rifle  
**Style:** Freelance  
**Age:** 24  
**Race:** Homo sapiens (gene-boosted)  
**Attitude:** Evasive  
**Accuracy:** 81.99%  
**Agility:** 75.14%  
**Tactics:** 58.00%

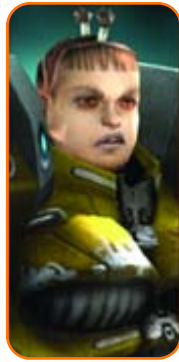


Unlike his male counterparts, Arclite is neither a criminal nor a killer by nature. His presence in the tournaments is simply a byproduct of his genetic makeup. But watch your step around him. He's not happy to be here.

# single-player team members

## Siren

**Weapon:** Minigun  
**Style:** Freelance  
**Age:** 27  
**Race:** Homo sapiens (gene-boosted)  
**Attitude:** Aggressive  
**Accuracy:** 94.86%  
**Agility:** 89.68%  
**Tactics:** 89.86%

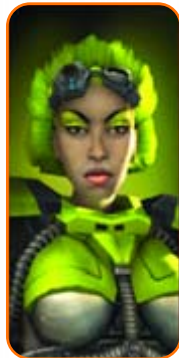


Not only is she a victim of a severe beating with the ugly stick, she's had DNA from the tree spiced directly into her genes. There's nothing pretty about Siren and she'll be the first to admit it. Because if *you* mention it, she'll kick your tail.

## MERCENARIES

## Prism

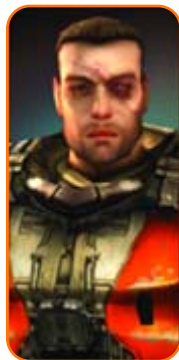
**Weapon:** Lightning gun  
**Style:** Freelance  
**Age:** 26  
**Race:** Human  
**Attitude:** Aggressive  
**Accuracy:** 90.36%  
**Agility:** 91.53%  
**Tactics:** 85.51%



Raised on the crippled capships of the 7th Mercenary Fleet, Prism is part engineer, part gun for hire. She takes her name from the custom eyepiece she designed while inspecting bulkheads for microfractures.

## Wraith

**Weapon:** Minigun  
**Style:** Defense  
**Age:** 27  
**Race:** Human  
**Attitude:** Coolheaded  
**Accuracy:** 75.51%  
**Agility:** 80.12%  
**Tactics:** 53.23%



A participant in the tournaments since the age of 19, Wraith has taken part in some of the most savage battles fought on the arena floor. Given his long history of combat and the injuries he has incurred, it's hard to know which is more scarred: his body or his mind.

## Sapphire

**Weapon:** Rocket launcher  
**Style:** Freelance  
**Age:** 27  
**Race:** Human  
**Attitude:** Coolheaded  
**Accuracy:** 79.52%  
**Agility:** 83.54%  
**Tactics:** 67.06%



Soft-spoken, intelligent, and attractive—yet brutal in the arena—Sapphire sets the hearts of many combatants racing. Sometimes for different reasons.

## Romulus

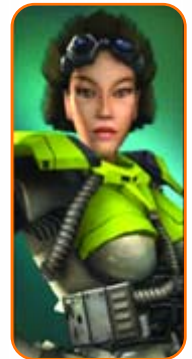
**Weapon:** Link gun  
**Style:** Freelance  
**Age:** 26  
**Race:** Human  
**Attitude:** Evasive  
**Accuracy:** 90.28%  
**Agility:** 52.13%  
**Tactics:** 64.09%



Supported by his twin brother, Romulus proves that with the right team behind him, a good leader can go anywhere. So what if his brother feels a little jealous now and then, and maybe they start taking shots at each other? That's what the cloning tank's for, right?

## Blackjack

**Weapon:** Assault rifle  
**Style:** Defense  
**Age:** 26  
**Race:** Human  
**Attitude:** Psycho  
**Accuracy:** 88.93%  
**Agility:** 95.31%  
**Tactics:** 59.30%

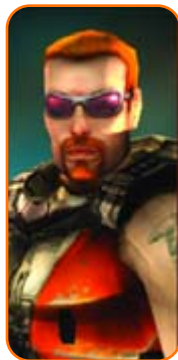


Don't let those pretty eyes fool you. She's hard as steel and holds her own in the arena better than most men. As a scout for merc raiding parties, she earned a reputation for dependability and courage while she was still a kid. But then nobody here's a kid anymore.



### Torch

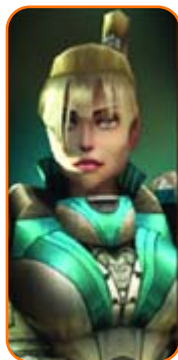
**Weapon:** Shock rifle  
**Style:** Offense  
**Age:** 28  
**Race:** Human  
**Attitude:** Coolheaded  
**Accuracy:** 79.50%  
**Agility:** 63.46%  
**Tactics:** 92.63%



He's not much for talking, but when you need to give orders you don't want to be yelling over your men. If there's a point to be made, Torch prefers to make it with raw firepower.

### Satin

**Weapon:** Bio rifle  
**Style:** Offense  
**Age:** 24  
**Race:** Human  
**Attitude:** Stealthy  
**Accuracy:** 93.57%  
**Agility:** 66.37%  
**Tactics:** 92.32%



It was only two years ago that an Imperial dreadnought captured her clan's vessel and brought its human cargo to the slave docks of Briggan IV. The dockmaster thought her a pretty one and kept her for himself, but his unwanted attentions earned him a crushed larynx and swift visit to the light at the end of the tunnel.

### Pemus

**Weapon:** Link gun  
**Style:** Freelance  
**Age:** 26  
**Race:** Human  
**Attitude:** Evasive  
**Accuracy:** 53.96%  
**Agility:** 70.58%  
**Tactics:** 56.05%

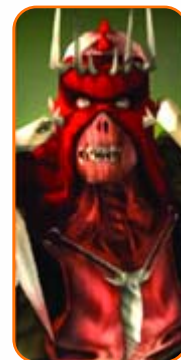


Being a twin in the tournaments isn't so bad, as long as you're on the same side. If you think it's hard to face a brother in the arena, try it when he's also got your face. One thing makes it easier: He's a real jerk.

### N I G H T M A R E

#### Brutalis

**Weapon:** Assault rifle  
**Style:** Offense  
**Age:** 24 Years RT  
**Race:** Homo sapiens Taratis  
**Attitude:** Stealthy  
**Accuracy:** 57.51%  
**Agility:** 58.56%  
**Tactics:** 92.85%



As strong as he is ugly, Brutalis was part of an experiment to hybridize human and Taratic prisoners into a highly intelligent killing machine. The project was scrapped after proving to be more successful than anyone could have imagined.

#### Booster

**Weapon:** Shock rifle  
**Style:** Freelance  
**Age:** 19  
**Race:** Cybernetic human  
**Attitude:** Aggressive  
**Accuracy:** 56.06%  
**Agility:** 51.86%  
**Tactics:** 64.66%



After losing her legs during an attack on an Imperial medical supply transport, Booster was captured and sentenced to deletion of personality at the Purgatory Penal Facility. With her mind and body rebuilt from the ground up, she now serves as a bounty hunter for the empire.

#### Mr. Crow

**Weapon:** Rocket launcher  
**Style:** Freelance  
**Age:** Approx. 36  
**Race:** Homo sapiens Medusae  
**Attitude:** Coolheaded  
**Accuracy:** 90.11%  
**Agility:** 56.88%  
**Tactics:** 50.11%

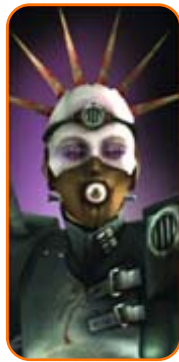


Mr. Crow brings culture and style to a sport as brutal and decadent as any in history. The fact that he is a raving lunatic with a taste for the bizarre only adds to his charms in the eyes of the public.

# single-player team members

## Domina

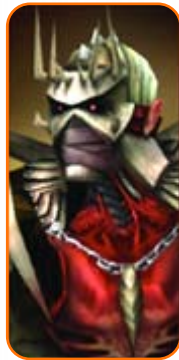
**Weapon:** Flak cannon  
**Style:** Freelance  
**Age:** 54 Years RT  
**Race:** Homo sapiens Medusae  
**Attitude:** Aggressive  
**Accuracy:** 80.00%  
**Agility:** 87.81%  
**Tactics:** 79.92%



A walking deathtrap that preys on the compassion of her victims, Domina prowls the dark corners of a thousand world seeking enemies of the empire. Like all members of the vigilance force, Domina possesses the unique ability to ferret out treason where none has been committed.

## Ravage

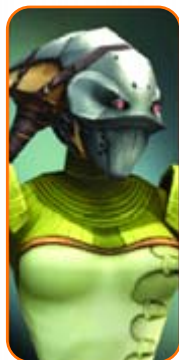
**Weapon:** Lightning gun  
**Style:** Freelance  
**Age:** Unknown  
**Race:** Homo sapiens Taratis  
**Attitude:** Coolheaded  
**Accuracy:** 60.59%  
**Agility:** 51.11%  
**Tactics:** 51.04%



If league regulations allowed for unarmed combat then the competition would be quite brief with Ravage involved, and very, very messy.

## Lilith

**Weapon:** Lightning gun  
**Style:** Freelance  
**Age:** Unknown  
**Race:** Cybernetic human  
**Attitude:** Aggressive  
**Accuracy:** 65.86%  
**Agility:** 87.75%  
**Tactics:** 77.10%



As a child, her dreams were filled with ghoulish monstrosities, nightmares that craved the very sustenance of human suffering. Decades later only the nightmare remains, and the innocence of childhood is a fairytale for the weak.

## Harlequin

**Weapon:** Minigun  
**Style:** Freelance  
**Age:** 34  
**Race:** Homo sapiens Medusae  
**Attitude:** Aggressive  
**Accuracy:** 72.04%  
**Agility:** 84.18%  
**Tactics:** 85.41%



Ever wonder why children are afraid of clowns? Now you know.

## Subversa

**Weapon:** Link gun  
**Style:** Freelance  
**Age:** 38 Years RT  
**Race:** Homo sapiens Medusae  
**Attitude:** Aggressive  
**Accuracy:** 89.86%  
**Agility:** 96.42%  
**Tactics:** 83.92%



Her eyes are devoid of life, empty orbs that take in the world with an unfeeling gaze. A thin trail of spittle runs untended from her tightly gagged mouth, yet she never rubs it away. Only one thing brings a spark of vitality to this tortured soul: the suffering of others.

GEN MO'KAI

## Damarus

**Weapon:** Bio rifle  
**Style:** Freelance  
**Age:** 23  
**Race:** Gen Mo'Kai  
**Attitude:** Stealthy  
**Accuracy:** 91.71%  
**Agility:** 90.00%  
**Tactics:** 97.04%



The son of Mobeth tribe leader Gik Ma, Damarus has made quite a name for himself in the arenas. As a volunteer, he enjoys many physical pleasures, but those who think his hedonistic lifestyle has made him soft haven't seen him from the wrong end of a bio rifle.



## Mokara

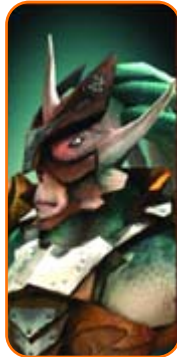
**Weapon:** Shield gun  
**Style:** Freelance  
**Age:** 20  
**Race:** Gen Mo'Kai  
**Attitude:** Coolheaded  
**Accuracy:** 60.59%  
**Agility:** 55.15%  
**Tactics:** 53.34%



Damarus's sister and second in line to the scepter of Mobeth, Mokara feels that her brother is unworthy of the title and seeks to usurp it by proving herself better in battle. Quiet and reserved, she watches her enemies closely for hidden weaknesses.

## Motig

**Weapon:** Shock rifle  
**Style:** Freelance  
**Age:** 19  
**Race:** Gen Mo'Kai  
**Attitude:** Psycho  
**Accuracy:** 57.58%  
**Agility:** 73.95%  
**Tactics:** 68.34%



The youngest of the Gen Mo'Kai players, Motig is also the most enthusiastic and outgoing of the recruits. He plays the crowd like a finely tuned instrument, using finesse and style to impress while crushing his enemies underfoot. Underestimating his abilities in combat may be the last mistake you'll ever make.

## Faraaleth

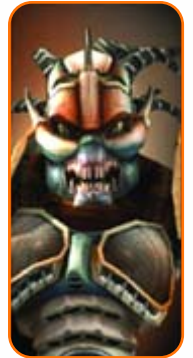
**Weapon:** Rocket launcher  
**Style:** Freelance  
**Age:** 28  
**Race:** Gen Mo'Kai  
**Attitude:** Coolheaded  
**Accuracy:** 92.61%  
**Agility:** 81.09%  
**Tactics:** 93.54%



When the human plague known as the Crimson Scourge annihilated her tribe, the healer Faraaleth went mad with grief, sickened by her own impotence to combat the disease. Now every death she suffers in the tournaments is one small step toward redemption.

## Komek

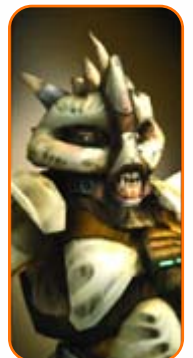
**Weapon:** Link gun  
**Style:** Freelance  
**Age:** 27  
**Race:** Gen Mo'Kai  
**Attitude:** Aggressive  
**Accuracy:** 95.00%  
**Agility:** 60.54%  
**Tactics:** 68.42%



Like Makreth, Komek prefers to wear the death mask of his family into battle. This has earned him the disdain of Motig, who prefers to instill fear into his enemies with displays of skill rather than gaudy facial art.

## Makreth

**Weapon:** Flak cannon  
**Style:** Freelance  
**Age:** 24  
**Race:** Gen Mo'Kai  
**Attitude:** Psycho  
**Accuracy:** 87.22%  
**Agility:** 59.47%  
**Tactics:** 62.67%

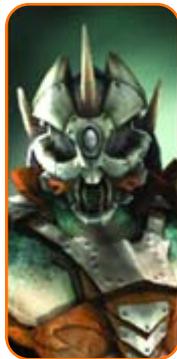


A warrior maiden of the Yellow Bone clan, Makreth proudly wears the death mask handed down through generations of her family. Her bared fangs and slitted eyes have frozen in fear more than one of her opponents.

# single-player team members

## Selig

**Weapon:** Minigun  
**Style:** Defense  
**Age:** 25  
**Race:** Gen Mo'Kai  
**Attitude:** Evasive  
**Accuracy:** 82.94%  
**Agility:** 94.72%  
**Tactics:** 54.11%



Unlike his flashy young friend Motig, Selig prefers to keep to himself. Between competitions he likes to explore and document the interesting things he finds, or play a lethal game of cat and mouse with the interesting things that find him.

## Nebri

**Weapon:** Assault rifle  
**Style:** Freelance  
**Age:** 26  
**Race:** Gen Mo'Kai  
**Attitude:** Stealthy  
**Accuracy:** 98.21%  
**Agility:** 78.13%  
**Tactics:** 71.15%



Her face permanently disfigured by the venom of an Arborean predator, Nebri signed up for the tournaments rather than face further rejection by those who were once her suitors. Little does her compatriot Damarus know that her feelings for him are considerably less than hostile.

## PLAYING ONLINE

When playing as a team on Xbox Live, decide on communications protocols before the match. Designate a player to manage offense, and another to manage defense. If necessary, choose a spotter to call out enemy maneuvers at your forward defensive positions. Keeping the voice channels free of random chatter will allow you to respond quickly to situations that demand immediate attention.

While the dirty tricks and cheap kills have their place, remember that Xbox Live allows players to provide feedback on other players. Playing dirty may result in players earning considerable negative feedback.







PRIMA'S OFFICIAL STRATEGY GUIDE

# mutators

# MUTATORS



For a little twist on your typical *Unreal Championship* play, try a couple of mutators. These gameplay variations turn a typical game into a whole new experience.

## Arena

**Action:** *Replaces weapons and ammo in map*

Arena stacks an entire map full of a particular weapon, turning Gael into a rocket launcher arena, for example. This mutator also can remove individual weapons, throwing the action off balance.

## BigHead

**Action:** *Enlarges successful players' heads*

BigHead keeps super-skilled players from running away with the score. The better a player does, the bigger the player's head gets. Those who do very well are easy targets for snipers.

## Competition Mode

**Action:** *Turns off species specific statistics*

Competition mode shuts off the species specific attributes and levels the playing field for all characters. When this Mutator is turned on, the only differences between any of the characters are cosmetic only.

## Floaty Cadavers

**Action:** *Your kills defy gravity.*

Watch your victims levitate into the sky with this mutator. It's mostly just for fun—an amusing variant when you really start to rack up the kills.

## InstaBib

**Action:** *Modifies shock rifles for instant kill*

This mutator turns matches into frenzied one-shot/one-kill confrontations. The death count goes through the roof, and the best shooters tend to come out on top.

## Link Gun Medic

**Action:** *Turns the link gun into a healing beam*

Link Gun Medic adds a whole new layer of strategy to teamplay games. Once your team learns how to heal each other on the fly, they'll never want to go back to the old way of doing things.

## LowBrau

**Action:** *Reduces gravity*

Play the same old maps with a little more bounce in your step. Jump higher, glide farther, and scale walls that your enemy thinks are safe. And you don't even need a spacesuit.

## No Adrenaline

**Action:** *Removes adrenaline pickups*

Some players feel that special adrenaline abilities are unfair. This shuts them off. You have to play straight. Say good-bye to your Berserker side.

## Regeneration

**Action:** *All players regenerate health*

With this mutator, you play longer, less frantic matches with an emphasis on big kills. Regeneration creates the one situation in Deathmatch where it is okay to turn and run from an opponent.

## Slow Enemy

**Action:** *Reduces the enemy's speed*

You get a slight advantage over the other guys in a teamplay match. If you want to feel like a sniping king, try this mutator in a teamplay match against some bots.

## Slow-Motion Corpses

**Action:** *Victims die a slow death*

Enjoy the fruits of your labor in glorious slow motion. You work hard for your frags. Take a moment and smell the roses with this mutator.

## Vampire

**Action:** *Turns your enemy's damage into your health*

Twist Deathmatch and give good players an even better advantage with this mutator. If you're the best player on a Vampire-mutated map, you'll love life. If you're one of the worst, you're a health pack on legs.